

Fall 83 Volume 1, Issue 1

Review

A Catalog of ATARI Learning Systems

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**A breakthrough
in scienceware**
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ATARI courseware**
page 6

ATARI®
LEARNING SYSTEMS



1399 Moffett Park Drive
Sunnyvale California 94086
408-743-4167

ATARI Learning Systems

Dear Educator,

We're delighted to be able to introduce you to ATARI Learning Systems—a whole new line of courseware, curriculum tools, and computer education services.

ATARI Learning Systems was organized in 1983 as an aggressive response to the growing need for creative electronic educational programs. The same quality and expertise that have gone into the popular ATARI home products are now packaged and priced to enter your classroom easily. And it's backed by a team of top professional educators and respected curriculum developers.

Never has a company's name captured the enthusiasm and respect of your grade- and high-schoolers as readily and rapidly as the name "ATARI." So you'll have no problem building excitement around ATARI educational materials in your classroom.

All of the ATARI educational courseware is easy to use and makes learning fun. Simple on-screen prompts and instructions as well as immediate rewards for correct responses provide positive feedback—crucial elements for fast and effective learning.

But that's enough about the benefits of our ATARI Learning Systems program. Turn the pages of this book and decide for yourself.

If you agree with us, please pass this piece on—to your fellow teachers, administrators, P.T.A., and school board members. Because ultimately, the choice and responsibility for friendly and effective instructional software should be yours.

Hoping to hear from you,

The People at ATARI Learning Systems

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*More than
just courseware...*

ATARI Learning Systems is Service, Support & Assistance

*Creating quality educational software—
designed to make teaching easier and
learning more fun—is our number one
commitment. But not our only one.*

Institute for Action Research

Through our affiliation with major universities we offer you contact with the leaders in electronic education. And as a part of ATARI, we offer you the kind of nationwide support and involvement that creates both an exciting and a rewarding computer curricula.

The purpose of the Atari Institute for Educational Action Research is to support people and projects that promote positive and innovative changes in computer education. The Institute looks for “true” teachers—those individuals who recognize and develop life-long learning patterns and who are willing to take the creative risk necessary to advance the state of the art in electronic instruction.

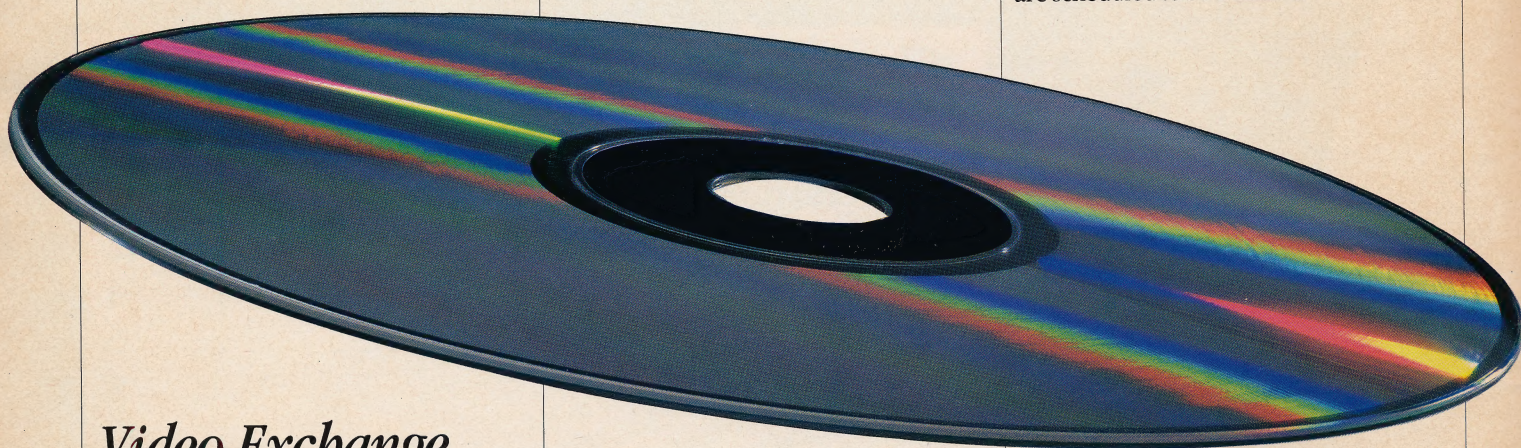
If your idea for a project, program, or organization merits support from the Atari Institute, they will award you grants for computer systems or funding for research and materials. Here's a sampling of the types of programs that the Institute has supported to date:

The Ceden Project was formed to help Hispanic families in the Austin, Texas barrios. The Atari Institute awarded CEDEN computer systems to place in the homes of these families to promote parent/child learning and to explore ways to develop special programs for bi-lingual children.

George Washington High School, under the direction of Irwin Hoffman, has one of the most outstanding computer laboratories in the country. His students received a grant to develop their own version of ATARI PASCAL, a high-level economics-oriented computer language.

The Capitol Children's Museum in Washington D.C. is designed and located to give underprivileged children exposure to the arts. The Atari Institute provided them with computer systems, and developed a program that allowed museum visitors a chance to create their own computer art.

The Sister School Program is a networking system that allows computer literate instructors to help other teachers learn about computers via telecommunications lines. There are currently six of these programs throughout the country and several more are scheduled to be installed.



Video Exchange

Audio-visual techniques have been the foundation of education for several decades. ATARI Learning Systems has borrowed this concept to assist you, the teacher, in electronic education techniques. If your school has a Video Cassette Recorder, you can borrow or purchase tapes from ATARI Learning Systems.

Some of our many titles include: “A New Age,” which centers on the use of computers in a model American high school; “ATARI Logo”, a valuable tool for anyone interested in this versatile computer language; and “The Magic Room,” which shows the levels of achievement your students can meet by working with various computer programs in different settings.

Dial-a-Speaker

How often have you said “If only I knew where to find someone to talk to my school, seminar, or in-service session about programming, computer careers, or ...?”

ATARI Learning Systems service program includes a speaker circuit. Call and tell us what kind of session you're planning and what subject (computer-related) you'd like a speaker to address.

We have direct access to top educators and renowned speakers from all across the country. But remember to give us plenty of lead time, because many of these people are booked months in advance.

Laser Preview

Choosing the right software can sometimes be confusing. ATARI Learning Systems gives you the opportunity to review our entire line of courseware with ATARI Laser Library™. If your school has access to a laser disc player, you can preview all of our programs—with full sound and graphics displays. By using the The Laser Library you can even acquire innovative tips on how best to use our products in the classroom.

If you would like to borrow the Laser Library disc for your next computer software presentation, write or call us for full details.



Expressway to Tomorrow

If you'd like to inspire your entire school system—students, parents, teachers, and community alike—and you want to make a big splash doing so, here's the way to go. It's a lively, informative performance called "Expressway to Tomorrow," produced by Rick Trow for Atari.

With stage performers, dramatic pre-recorded music, a multi-image film and slide

show, and captivating staging, this performance will plant the 'computer bug' in your entire community. The story line starts with the very beginnings of communication and takes you beyond the frontiers of the computer chip. It's a perfect kick-off for a fund-raising campaign. But you have to reserve your show early. It's already booked through February '84.

Computer Camps

If your school wants to present scholarships to outstanding achievers, Atari Computer Camps provide both an educational and recreational experience. Or if you have a child who's interested in computers and whose parents want him to continue his computer experience during the vacation months, you might want to recommend Atari Computer Camps.

Currently, there are 10 Atari Computer Camps conveniently spread across the country. They all offer outstanding locations, comfortable accommodations, nutritionally balanced meals, and exhilarating sports activities. But what really sets the Atari Computer Camps apart is their flexible but thorough computer curriculum.

Beginners learn to program. Advanced programmers are more challenged than they've ever been, working side-by-side with professional Atari computer experts. Everyone comes away with a wealth of summertime memories and a strong preparation for life in the computer age.

Vacation Computing

At the end of the long, busy school year, you're as ready as your students are for a breather. But you'd really like to be able to brush up on your computer literacy at the same time. You might want to look into Atari Club Med Vacations.

Club Med gives you a choice of Club Med Villages that offer computer classrooms along with a relaxing pace, outdoor activities, meals, and lodging. There are currently 15 around the world including locations in the Bahamas, French Guadeloupe, Mexico, Spain, the Colorado Rockies, and more. In the relaxed atmosphere of Club Med, you'll be free to experiment and learn more about ATARI Computers than was ever possible during the hurried school year. You can bring your whole family. Ask us about a special group rate for educators.



Across the Country

Together with Post® Cereals, Atari is sponsoring a nationwide campaign designed to promote computer literacy in America's schools called "Catch on to Computers."

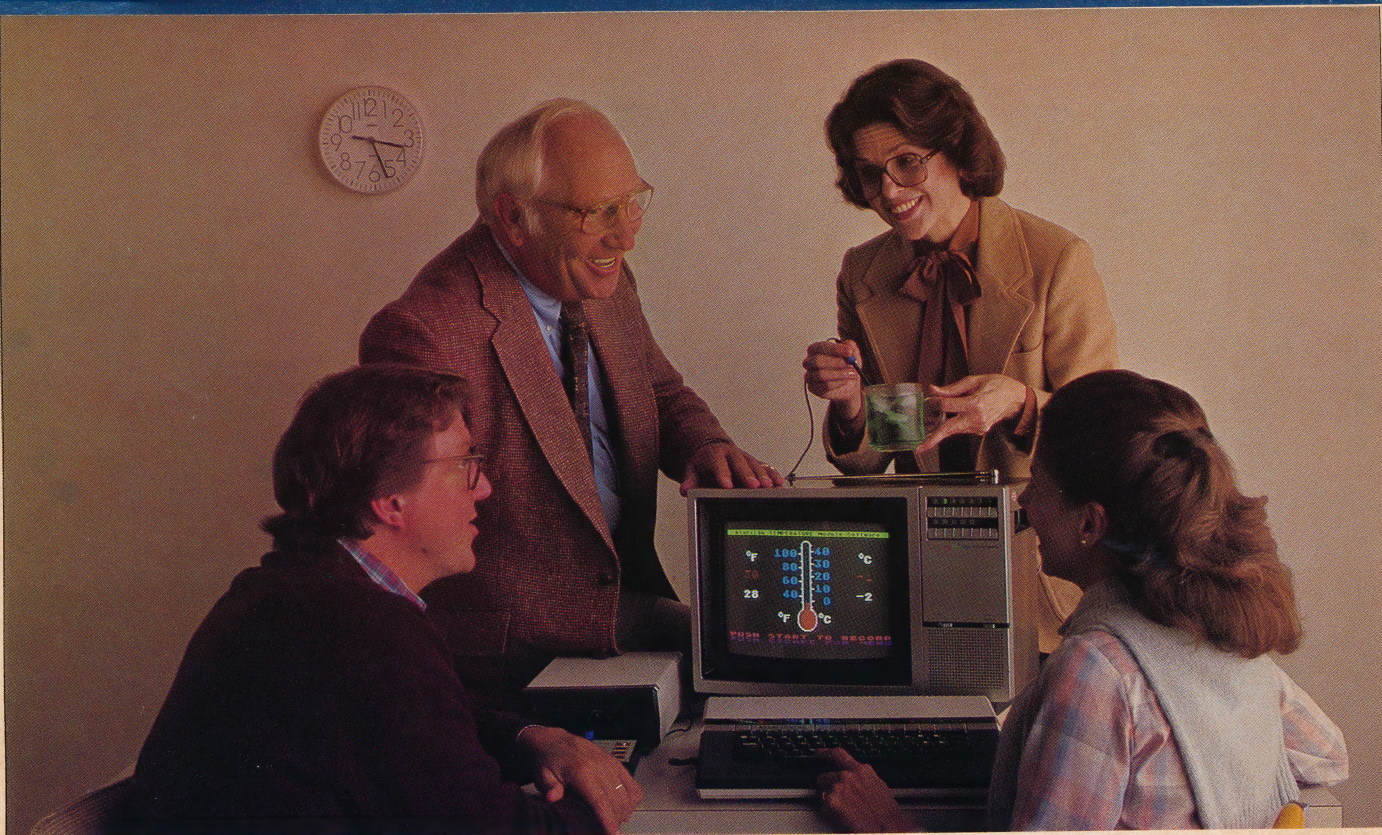
The campaign includes 10-day learning festivals throughout the country for both kids and teachers, as well as free computers for schools in exchange for proofs-of-purchase from any Post Cereal products. Catalogs detailing the free offers on software and computer equipment are available from "Catch on to Computers," P.O. Box 3445, Kankakee, Illinois 60902.



At Your Service

Although ATARI hardware is noted for its "child-proof" durability, there are occasions when you may need us. And no matter where you are, we're close by. Over 1,500 SERVICE CENTERS are available throughout the United States and Canada. These centers are factory-authorized by Atari. So they can remedy technical problems quickly and correctly.

Because all our computers are precision made and factory tested under conditions far more extreme than those your computer would ever be exposed to, the chances of your ATARI Computer ever needing repair are low. But, in the event that you *do* need us, isn't it nice to know that we're here?



How to Develop a Total Computer Education Curriculum

What to Look For- How to Get Started

by Teddi Converse,
Atari Educational Writer

As a teacher or school administrator, you know that computers in education are no longer just around the corner. They're just outside—if not *inside*—your door. You probably also know that computers can serve as remarkable tutorial aids, introducing new concepts and ideas... as remedial devices... as tools for reinforcing basic skills... and as a gateway to creativity.

Yet, along with the excitement surrounding computer education, there are some concerns. School budgets are tight. And no school wants to spend the time and money to purchase a computer system only to ask later, "Now what do we *do* with it?"

The small, portable microcomputer offers a more affordable and innovative way to include computers in the education process. But simply bringing computers into the classroom isn't enough. In order to develop a sound computer curriculum, you'll first need to evaluate what's available in educational software programs. Because it's software, not hardware, that will ultimately define your computer education program. Once you know which programs best serve your curriculum objectives, you can easily select the hardware you'll need.

So take the time to look carefully at both the software and the hardware you'll need to meet your curriculum needs and objectives in a creative manner—it will prove to be a worthwhile investment.

Software—The Core of Your Computer Education Program

Although the cost and features of the hardware you buy are extremely important, it's the courseware you choose that will actually determine whether the computer becomes a dynamic and integral part of your classroom activities. Just as you wouldn't buy a film projector if you had only a few films to run on it, neither should you purchase a computer system before finding out how much educational software is available for it, what subjects that software covers, and how good it is. And as the educational software business expands and progresses, you'll want to make sure you're getting courseware with the educational and technical excellence you expect.

What should I look for in an educational software program?

You're bringing with you years of experience in choosing learning aids. Educational software should meet the same criteria you would look for in any educational tool. At the same time, though, there *are* some specific features that are unique to computer programs. Some things to keep in mind when making your selections are:

1. *The creativity of the program*—Is the program merely a duplication of something that might be found in a textbook or less expensive learning aid? Do the graphics, sound, and interactive immediacy of the computer present the subject matter in a unique and original way?
2. *The friendliness of the program*—Is the language used in the program technical or confusing to a novice user? Does the program respond with computer jargon if the student does something wrong? Many involving programs include features that personalize it—like asking the student his or her name and using that name throughout the program
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4. *The program's manuals*—Some programs are so simple they don't require ac-

companying instructions. But if it's a complex program, the instructions should be clear and detailed. This is especially true if the teacher can modify or re-program parts of it. Manuals may suggest additional uses for the program, such as how to integrate it into a particular activity. Or they may suggest other props and aids that could be used in conjunction with it. Whatever the case, manuals should be concise, conversational, and easy to understand.

5. The range of difficulty levels in the program—Does the difficulty and reading level of the program actually match the skill level for which it is intended? Does it gradually get harder, allowing students to master some concepts and then proceed?

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7. Motivational devices such as graphics, sound and color—Many programs include graphics, sound and color. Any teacher knows that visual images can sometimes help students better understand complex or abstract concepts. The graphics used in computer software can serve this function. Also, graphics and sound are frequently used as a "reward" for answering a question correctly or finishing a lesson. If these kinds of motivational devices are used in a program, do they enhance the program, or merely distract from the objective? And remember, the main goal of any program is to teach. Many excellent software programs may provide little or no graphics, sound, or color.

The same thing applies to software programs that are presented in a "game" format. Games can make learning an adventure while teaching or reinforcing a particular subject area at the same time. Nevertheless, the teaching goal of the program should be immediately apparent as well as stimulating and fun for the student.

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After you and your colleagues have evaluated a product for its technical quality and educational merit, the next best way to determine if it's clearly a good program is to let your students use it. Student reaction to software can be valuable and informative. Observing how students interact with and respond to a program sometimes gives you an entirely new perspective.

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You don't actually need an entire classroom of computers. In fact, starting with one or two is obviously more economical—and could prove to be a more comfortable way of putting both your faculty and your students on the path to computer awareness. This way, you and your students can gradually integrate the use of the computers into your regular curriculum. And when a few computers are being used to maximum capacity, the introduction of more is always welcome.

For example, the Veterans' Elementary School on Cape Cod bought just one computer last year. The computer itself was moved from classroom to classroom throughout the year, so that by June, each of the 10 classrooms had used it for at least two weeks. Every child in the school had a hands-on experience with the computer.

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If your school can afford to buy several computers, another solution is to set up a computer center. This type of arrangement is best for teaching programming classes or monitoring the instruction of an entire class at once. Set aside a specific area in one classroom or in the library. Locating computers in a library or media center allows access to them during free time or after school.

Should we wait for next year's model?

Many schools are confused by the yearly influx of new computer hardware models. This confusion is often used as an excuse for putting off the decision to begin a computer curriculum. Meanwhile, the school system's computer literacy is pushed farther and farther behind.

Waiting for next year's model is no reason to avoid making the commitment to your community. Like any other electronic industry, computer manufacturers will continue to upgrade their lines year after year, so your wait could literally be endless.

Look for computer companies whose lines have maintained a consistency over the past several years. Don't buy a system whose old software isn't compatible with their new machines. A good hardware company is constantly concerned with their existing customers and makes every effort to maintain their standards.

In the event that the system you choose *does* become outdated, all is never lost. Many districts 'hand down' systems from school to school, or department to department. If your Jr. high school gets new computers, their old ones can go to your grade schools. Or if the science department installs new systems, the existing models can be donated to the Music department.

The Total Computer Education Curriculum—Bringing Software, Hardware and Your Classes Together

There are hundreds of good educational programs to choose from—and even more ways of using the computer to supplement your regular subject curriculum. For example, the computer is perfect for those who have large classes and like to divide the class into groups of students or learning centers. While you're teaching a group of students a new concept in phonetics at the blackboard, other students may be exploring an early reading program at the computer. Or encourage your students to document science experiments on their computer using samples and specimens gathered on a class science field trip.

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You'll soon learn that many educational programs will lend themselves to a variety of applications in your curriculum. A high-quality curriculum will also provide a rich and varied learning experience for your students. It will ensure that you're providing the best opportunity for them to explore and to benefit from computer education. And your students will not only profit immediately from exposure to an important new educational technology, but their growing familiarity with computers will also help them in their careers, their futures, and their lives.



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Language Arts



Prefixes by MECC

Undoing and redoing words

Prefixes are clues for finding the meaning of new words. Although they help children in learning new words, the importance of learning prefixes is often overlooked in teaching children basic reading and phonetic concepts.

The *Prefixes* program helps children learn the prefixes *un*, *re*, *dis*, *pre*, and *in*—those most likely to show up in elementary text books and readers. They're given the meaning of the prefix, then asked to identify it. Next, sentences are used; they decide whether a word with the prefix should be used to complete the sentence or whether the root word should be used. Finally, a story is told to graphically demonstrate the use of words with prefixes.

First, using words with the prefixes *re*, and *un*, students complete sentences telling the story of a sad dragon. If enough questions are answered correctly, a fire-breathing dragon appears on the screen.

Next, using the prefixes *in*, *pre*, and *dis*, a similar story is told about a friendly robot named Chip 6502.

Everyone knows that learning games help grammar rules stick in a child's mind. With this program children can remember some of the most frequently used prefixes and apply them to understanding new words.

Grades 3-6
AED80054

16K Diskette



AtariSentences

Ever see a house fly?

Finally—young students can create images and action on the screen without knowing programming. But they *do* have to know simple sentence structure. And if they don't, *AtariSentences* teaches them in the most delightfully rewarding way we've seen.

The main screen shows a list of nouns, verbs, articles, and prepositions. The learner uses the joystick to create sentences like, THE CAT JUMPS OVER THE BIRD HOUSE.

If your students' sentences are properly structured, the images and action in their sentences are then graphically enacted on the screen for them. Just for the fun of it, they can even make houses fly and trees jump. If the structure works—and learning structure is what *AtariSentences* is all about—the action happens. It's like magic!

Grades K-2
AED80012

16K Diskette
REQUIRES: Joystick

Pre-Reading by MECC

It's easy when you get the picture.

Any elementary school teacher knows that it's much easier for a child to remember the letter "K" when it's linked to a colorful kite, or the letter "Z" when it's associated with a vividly striped zebra. Teachers also know that the child's ability to focus on a single letter or entire word is essential in learning to read. *Pre-Reading* provides these kinds of images and exercises in six games: *Caterpillar*, *Train*, *First Letter*, *Pictures*, *Words* and *Shapes*.

Caterpillar presents a series of upper case letters on the screen with one of the letters missing. Students must identify the missing letter, using their knowledge of the order of the alphabet. For each correct guess, a section is added to the caterpillar until it's ready to crawl away! *Train* works under the same rules, though using lower case letters, until the train is complete and away it goes!

In *First Letter*, four letters appear in each of the four corners of the screen with a picture in the middle. Once your students recognize the picture, the task is to identify the first letter in its name. This game not only helps with letter recognition, but with word recognition, memory, and spelling.

Pictures, *Words*, and *Shapes* are all refreshing games based on memory and concentration and can be played by two players or groups of students in teams. A matrix with letters in boxes appears on the screen. Choose a letter, and a familiar picture, word, or shape appears behind the door. Then you try to find its match.

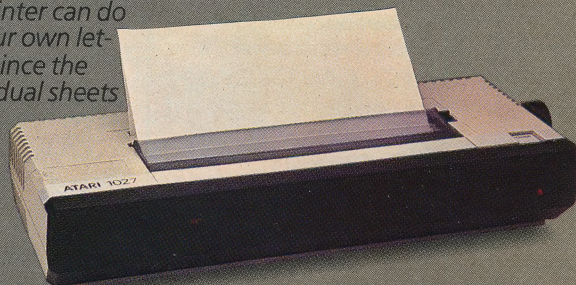
Kids of all ages will immerse themselves in these games. Each exercise is simple, yet they all emphasize essential early learning and reading skills.

Grades K-2
AED80059

16K Diskette

THE ATARI 1027™ PRINTER

Whether you need original sheets to reproduce for handouts, printed copies of student work or business-quality letters, the ATARI 1027 Printer can do it all. You can even use your own letterhead or school forms, since the ATARI 1027 accepts individual sheets of paper.





Teaching Writing with AtariWriter

Word processing has revolutionized the way we teach writing and composition. And *AtariWriter* has revolutionized the ease with which we learn word processing.

The flexibility in arranging and rearranging words and groups of words through word processing makes it ideal for teaching early sentence construction. And the ease in editing and revising large chunks of text has resulted in significant advances in teaching composition.

Students who once labored over two-page reports are now enthusiastically turning in five- to six-page pieces. Students who once shied away completely from writing are discovering the rewards of expressing their thoughts and seeing perfect print-outs of their work.

One of the most notable advantages of writing with a word processor is the incredible ease and clarity with which your students can make revisions. Because of the frustration of merely typing an error-free page,

most students are discouraged from fine-tuning. But with word processing software and computerized printing, students are free to concentrate on refining their *writing* instead of refining their *typing*.

That's why *AtariWriter* is so valuable. A simple menu screen leads your students through all phases of word processing. There's no intricate formula or technical formats to remember and type. Students simply press the letter of the function they want to perform. *AtariWriter* lets your students make corrections instantly, move blocks of text quickly, and reorganize pages with a few simple commands.

AtariWriter is the only word processor that works with *all* ATARI Computers with feature after feature of word working power packed into a convenient 16K cartridge.

It also does things many other word processors can't, such as giving your students a preview of their page layout *before* they print it. It allows them to print out double

column text or to tailor a single document for a number of people with its form letter option. And unlike other word processors, *AtariWriter* can save text on either cassettes or diskettes.

You'll find *AtariWriter* invaluable for teaching anything from elementary sentence construction and letter writing to poetry, reports, composition and creative writing.

Grades 2 and Up
RX8036

16K Cartridge

RECOMMENDED: Storage device & printer

Spelling

Spelling in Context

A complete spelling curriculum for levels one through eight

No other spelling series spans as many years and contains as many different words as *Spelling in Context*. You can order up to eight separate programs, designated for reading levels 1-8. In all, 308 twenty-question lessons cover over 5,000 different words. A student could literally spend years with this ten-diskette series.

Instead of just memorizing consecutive series of letters, your students develop an understanding of the meaning of each word within the context of a sentence. It's too easy for a student to memorize the correct spelling of a word without really knowing when and how to use it. *Spelling in Context* eliminates this problem.

In addition to the effectiveness of this "contextual" method of learning spelling, the program has all the advantages of computer learning. Errors can be corrected and comprehended immediately, and there's no waiting for graded papers.

The computer keeps track of and readily draws attention to habitual weak spots, thus helping to eliminate them entirely. Your students can list and study misspelled words prior to re-doing the lesson.

Level one starts with elementary, three-letter words like *mom*. Level eight finishes with technical, five-syllable words like *Microprocessor*. Capitalized words such as proper nouns and words falling at the beginning of sentences are also addressed.

Each lesson in the *Spelling in Context* series addresses a particular phonetic, spelling, or subject matter. For example, lesson 3 in Level 1 teaches recognition of short *e*'s while lesson 36 in Level 8 covers important business terms.

Because students advance at such different levels, ATARI Learning Systems recommends that you keep the entire series on hand at all times. However, individual levels are available separately.

Spelling in Context Level 1

Here the student is introduced to elementary vowel sounds, double consonants like *ch* and *ck*, and double vowels like *oo* and *ee*, along with number words, color names, scholastic words, and more. Level 1 is recommended for the first grade.

Spelling in Context Level 2

Because every level builds on the level preceding it, Level 2 includes the consonant and vowel drills found in Level 1, in addition to exercises in *ing* and *th* words, homonyms, unusual spellings, and time words. Level 2 is recommended for second grade.

Spelling in Context Level 3

Level 3 introduces your students to the gamut of double vowel combinations: *ui*, *ie*, *ei*, *oe*, *ue*, *ea*, plus *ow*, and *ew*. Unusual consonant combinations like *tch*, *ght*, *kn*, *ch*, and *wr* are also addressed along with when—and when not—to double final consonants. Level 3 also looks at weather and calendar words and is recommended for third grade.

Spelling in Context Level 4

Hard and soft *c*'s and *g*'s are introduced in Level 4, as well as how to pluralize words ending in *y*. There are drills on roots, compound words, and contractions, plus a study of apostrophes and language arts terms. Level 4 is recommended for the fourth grade.

Spelling in Context Level 5

Silent consonants sneak into the words in Level 5. The power of *r* over vowels is explored along with the *schwa* sound of vowels in unaccented syllables. Abbreviations and words related to mathematics and language arts are also drilled. Level 5 is recommended for fifth graders.

Spelling in Context Level 6

Many of the most difficult concepts from the preceding levels are reviewed in the first few lessons of Level 6, as well as a thorough study of prefixes and suffixes. Using *v* to pluralize words ending in *f* and *fe* is introduced along with adding *es* to pluralize words ending in *o*. The mathematics and language arts terms in Level 6 are more advanced than those in the previous level and are recommended for a sixth grade reading level.

Spelling in Context Level 7

Spelling Demons—those words *everyone* gets stuck on—constitute one of the lessons in Level 7. Tricky prefixes like *im*, *in*, *un*, and *dis* are emphasized along with sticky suffixes like *ian* and *ion*. Words with Latin and Greek origins are drilled as are confusing homonyms. Seventh grade students look at words from around the world, and at important business terms.

Spelling in Context Level 8

Silent consonants are reviewed along with more unusual spellings. Hyphens are introduced as well as antonyms. Critical differences between *cede*, *ceed*, and *sede* are delineated. Spellings derived from French words are looked at and the final lessons include words from the world of computers. This level is geared to eighth-grade readers.

Grades ELEMENTARY
AED80001,-2,-3,-4,-5,-6,-7,-8

32K Diskettes



THE ATARI 600XL

The ATARI 600XL Computer is so inexpensive you can buy three or four for the same price you'd normally expect to pay for one computer. Yet the ATARI 600XL offers every essential feature for the classroom: 16K RAM, built-in ATARI BASIC programming language, HELP key, full graphics and sound capability and much more.

Word Games by MECC

Learning Can Be Fun

If you'd like to tailor the specific spelling needs of your class, *Word Games* is the spelling software for you. *Word Games* allows you to create, edit, or delete your own word lists directed to the unique interests of your classes. And at the same time, you can monitor the words your students persistently stumble over.

Word Games is a wonderful way to win your students' interest and motivation in *learning* words rather than merely memorizing them. With three different *Word Games* programs, students can learn to spell at their own leisurely pace without the distracting pressure of having to stand up in front of the whole class.

Words flash on the screen one by one for the number of seconds predetermined by you on the *Recall List Maker*. What's nice about this method is that you predetermine those words your students have trouble with. The computer keeps track of the number of words students tried and of those they spelled correctly. It also lists words they need to study.

Included is a *Word Scramble* section that challenges good spellers, as well as motivating poor spellers, by encouraging logical guessing. A student is given four chances to scramble letters into a word. Indicator arrows show them incorrect letter placement. As in *Recall*, these words are predetermined by you.

Following the "Hangman" game principal, *Guess Word* develops logical guessing as well as word association. Students fill in a series of dots with letters to make a particular word.

List Maker enables you to create word lists tailored to your students' needs. *List Maker* lets you create a new word list and edit or delete an existing list for *Recall*, *Scramble*, and *Guess Word*.

Grades 2-9
AED80069

16K Diskette

Spelling Bee by MECC

Ever notis how sum students mispel the same words over an over an over again?

Before you despair, you might want to try *Spelling Bee*, a self-drilling spelling program that just might turn your students into spelling whizzes.

Spelling Bee consists of 20 spelling drills, each containing 20 sentences with a single missing word—a total of 400 keywords taken from major reading series. These drills can be either timed or untimed.

Here's how *Spelling Bee* works:

Students choose *Spelling Bee* from the main menu. Then they decide the speed of the drill—at their own or at slow, double, or racing time, depending on their skill level. Next they choose the drill number, from 1 to 20. A sentence with a missing word appears on the screen, along with three options for its correct spelling.

If they work at their own speed, the screen will remain unchanged until they guess the correct spelling. If they choose slow, double, or racing time, they must decide on an answer before a bee flies across the screen.

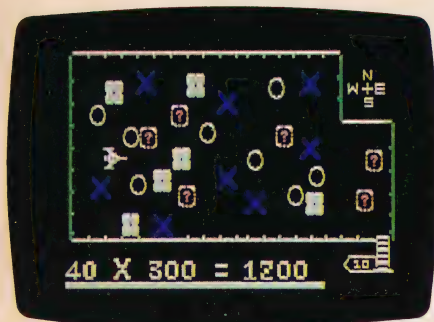
If they misspell the word, they are given the correct spelling. At the end of each drill, students get a score and a list of the misspelled words to practice. No matter how they answer, they must type the word, spelled correctly, of course. So everyone gets to sharpen up keyboard as well as spelling skills.

Spelling Bee doesn't tie you to a set group of sentences or keywords. In easy-to-follow instructions, you can change sentences, keywords, or the maximum number of seconds it takes for the bee to cross the screen.

Grades 3-7
AED80067

16K Diskette

Mathematics



Basic Arithmetic by MECC

Basic skills have never been this much fun

As every educator involved in teaching arithmetic knows, we have to understand basic mathematical concepts before we can actually begin problem solving. That's the beauty of *Basic Arithmetic*. It doesn't just drill your students with repetitious mathematical operations. It offers absorbing and entertaining math games and involves your students in everyday situations where basic arithmetic skills are used.

Divided up into various sections, the *Basic Arithmetic* program makes excellent use of Atari graphics and mathematical games, including encouraging computer feedback when the student is doing well.

The program starts out with exercises in *Base Ten*. On your screen you see a portion of the galaxy, with your ship in the lower left corner. Blocking the ship's route are black holes, vapor clouds, danger zones, and asteroids. The object of the game is to move your spaceship across the galaxy to Base Ten by answering base ten multiplication problems. Speed counts. So does your sense of direction. Not only will you sharpen skills in base ten multiplication, but you'll also sharpen directional skills. For you must steer the spaceship clear of obstacles by telling the computer to send the ship north, south, east, or west.

Next, you're given the practical challenge of making change. "Pretend you're a clerk in a store," the program prompts. You're given an array of bill or coin choices. The total of the items the customer has purchased is given, followed by the amount of tender for that purchase. It's your goal to give the customer back the correct change in the correct denominations. It sounds

easy, but takes some thinking—you certainly don't want to short-change the customer or lose money for the store!

Estimate will increase estimation skills dramatically. Choose either addition, subtraction, multiplication, division, or percentage problems to answer. Then choose a time limit from 5-30 seconds, and the number of digits you want to work with. This is a simple exercise with a lot of practical value.

Players compete in answering mathematics problems in *Math Game*. The faster you answer, the more points you win. Once again, you can choose from addition, subtraction, multiplication, division, or a mixture of these. Your age and the level of difficulty you choose determine the problems you receive and the bonus points you win for speedy and accurate answers. This is a great one for classroom type competition and activities.

Then, practice rounding numbers to the nearest ten, hundred, or thousand. There's no time limit in *Round*, but you can still get practice in thinking quickly.

Finally, there is a *Speed Drill* exercise. You're timed in basic arithmetic operations. The difficulty level can be determined by the teacher, and the computer responds with "Fabulous," "Super," and "Great!"

So if you're looking for a way to liven up your daily mathematics class, take a look at *Basic Arithmetic*. It's guaranteed to sharpen your students' basic skills while maximizing your classes' computer time.

Grades Elementary 16K Diskette
AED80057

Counting by MECC

What do five T.V. sets and four T.V. sets equal? Ten banjos and three banjos? Count the number of pieces of blueberry pie you see on the screen.

If you pick the right answer, a smiling face appears on the screen. Or a wuzzle will do a trick for you. A wuzzle? That's right. A wuzzle.

This is no fantasy. It's an arithmetic program called *Counting*.

Counting is a six-part drills program to help you teach basic arithmetic skills to students from kindergarten through second grade. You can use this program in any number of ways—as a teaching aid with you at the computer or as a classroom drill with one student or small groups of students working at the computer on their own.

The best part of this program is its use of visuals, which turn basic arithmetic drills into a game. These include objects like pieces of blueberry pie, banjos, T.V. sets, and footballs.



Smile gives your students practice in counting from one to nine identical objects. For example, six TV. sets along with numerals 1 through 9 appear on the screen. The computer asks "How many?" If the student types the number "6," a smiling face and a flashing "6" will greet him. If he picks the wrong number, that number will disappear from the screen. This process continues until either he chooses the right answer or only the right answer is left on the screen.



Wuzzle logically follows *Smile*. It gives students practice in counting two different

types of objects mixed together, totalling no more than nine. For example, three swords appear with three hot-air balloons. The computer asks "how many?" with a hot air balloon graphic. If the student types in "3," a wuzzle will appear on the bottom of the screen and do a trick for him.



In *Spaceship*, the student must add two groups of identical objects by counting the total number of objects, which never exceeds nine. For example, two sets of drums appear on the left side of the screen, one set with two drums, the other with one. A vertical addition problem appears on the right with a question mark underneath. If the student types "3," a spaceship appears on the screen. After three correct answers, the spaceship shoots an enemy ship.

Smile More is patterned like *Smile*, except that the number of objects varies from 10 through 20.

Return of the Wuzzle is similar to *Wuzzle*, except that the total number of objects ranges from 10 to 20.



Saucer Shoot is just like *Spaceshoot* except that the total number of objects is no greater than 20.

Grades K-2
AED80060

16K Diskette

Math Facts and Games

GAMES + DRILLS = MATH SKILLS—fun games that help students learn arithmetic

Now there's a way for students to practice their arithmetic—addition, subtraction, multiplication, and division—while playing entertaining computer games. *Math Facts* lets them choose which of these operations to work on, as well as the difficulty level.

Any one of four games can be played. *The Count Down* gives each student 30 seconds to solve as many problems as he or she is able. As each answer is entered, the computer either awards a point if it's correct, or gives the right answer if the wrong one has been entered. *The Secret Word* challenges the student to guess a math-related word with one letter shown and the total number of letters given. Each wrong guess provides the chance for an additional clue by solving a math problem. *Tic-Tac-Toe* is the familiar game, with the opportunity to control each square dependent upon correctly solving a problem. Finally, *Computer Challenge* lets the student compete against the computer in solving problems within a selectable time limit.

Because *Math Facts* is so simple and personalized, it adds an element of fun to multiplying your students' math skills.

Grades ELEMENTARY 48K Diskette
AED80009

Concentration

It's the age-old classic from the early days of television quiz shows

It's always sharpened memory skills. It's endlessly challenging. And it's forever disclosing new bits of knowledge about a wide range of subjects.

As you may recall, *Concentration* is a matching game—and a time race. By uncovering items in a 15-window game board, your students have to match up corresponding boxes to form pairs. Some sample pairs might be Kennedy/President; uno/one; 8 + 7/15; Boyle/PV = K, etc.

One of the nicest features of this computer *Concentration* game is that an easy-to-follow teacher's guide shows you how to go into the program and change the displayed pairs to correspond with whatever lessons your classes are currently studying. So if you're teaching the history of Europe, you can insert words related to your lessons. Or if you're studying metric conversions, you can create your own matching answers. Each session with *Concentration* can be custom-designed to *your* individual lesson plans.

Grades 7-9 24K Diskette
AED80010

Division Drill

What really sets this math program apart from the rest is the audio feedback

The computer rewards correct answers with multi-note chords and melodies. Responses to mistakes are heard as low slapstick tones. In either event, there's a constant musical quality to every *Division Drill* session.

Division Drill gives your students three ways to work. There's a *PreTest* mode where they choose the number of problems they want to try and practice solving them within a given time frame. The *Drill* mode gives them problems in sets of three and if they answer all three correctly they are moved into a new difficulty level. The *Post Test* mode summarizes all the exercises they've accomplished for the current sitting and records their progress.

One of the best features of *Division Drill* is that you can go into the main program and change the difficulty levels to meet the needs of different classes. Instructions to implement this are spelled out in the teacher's guide.

Grades 7-9 24K Diskette
AED80011



Metric & Problem Solving by MECC

In spite of its antiseptic name, the lessons in this seven-program diskette are some of the most inviting and intriguing we've seen

With self-prompting instructions and challenging strategies, this diskette contains six valuable instructional programs.

The first program, *Bagels*, is a number guessing game in which a secret code language gives your students clues to a two-, three-, or four-digit number the computer has randomly generated.

Hurtle is an evasive little creature who hides on a grid or number line. Clues are in the form of directions like north or southwest. Thus, in addition to developing deductive logic, this lesson game also teaches directions and map-reading concepts.

Metric Estimate gives the student a solid basis for estimating lengths in centimeters or millimeters.

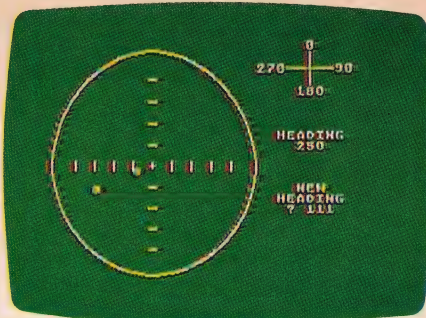
Metric Length quizzes your classes in common metric conversions, like millimeters, centimeters, meters, and kilometers. The computer's responses to right and wrong answers (like all responses throughout the program) are always warm and varied.

In *Metric 21*, up to three of your students will be dealt two lines for starters. After estimating the total length of his or her lines, each student decides whether to have the computer deal them another. They have to be careful. If they go over 21, they lose.

Taxman is one of the best games developed for math fundamentals, strategic planning, and sheer fun. You select a number—let's say ten—and every digit from one through ten appears on the screen. Choose a number—let's say eight—and the taxman gets all the factors of that number—in this case, two and four. High prime numbers are your best strategy in the beginning, and you have to do some serious calculations and planning ahead to beat the taxman.

Grades 4-7
AED80055

16K Diskette



Graphing by MECC

Show us your coordinates!

Graphing is a package of six computer programs designed for use by seventh through twelfth grade students in a variety of pre-calculus mathematics classes. The first three programs—*Slope*, *Polygraph*, and *Polar*—are suitable for individual use or large group demonstrations. By entering equations into the computer and then having their graphs plotted automatically, the students are able to investigate these relationships without tedious point-by-point plotting.

The fourth program, *Snark*, is an educational game involving coordinate points and circles. Students guess at the location of the snark by entering a set of coordinates and a circle radius.

Radar and *ICBM*, the final two programs, are simulations of the interaction of two missiles, a hostile *ICBM* and a defending SAM. In *Radar*, the positions of the missiles are shown on a simulated radar screen, while *ICBM* uses coordinates to give the locations. In both simulations, the students determine the heading for their SAM in order to intercept and destroy the *ICBM* before it reaches the target.

Graphing is both a valuable instructional tool and an entertaining simulation program that will capture the interest and imagination of many students.

Grades 8-12
AED80058

16K Diskette
Requires: Joystick

Secret Formula

It's your grey matter against all those bytes, bits and silicon chips

You're trying to break the code... You *think* you've got it. You've entered your solution. But drats! The formula is more complicated than you thought!

While some math programs are simply drills for testing your students' memories, this one teaches budding mathematicians to think, and *think deep*.

You start in the *Guess Mode*. Enter a number, any number. The computer takes your number, applies the hidden formula to it, and gives you back the result. After analyzing what the computer did to your number, you can either try again or continue to enter as many numbers as you need to discover the secret formula.

Once you think you know what the formula is, you can go into the *Test Mode*. If your tests prove successful, you're ready to reveal the Secret Formula.

Secret Formula even gives your students the chance to create their *own* secret formulas and test them on their classmates.

There are three versions of *Secret Formula*: beginning, intermediate, and advanced. The first level begins with simple addition, subtraction, multiplication, and division. The last level concludes with complex exponential and algebraic concepts.

We think *Secret Formula* is one of the most valuable math programs we offer for teaching the thought processes behind deep-rooted arithmetic problem solving.

* Manufactured by ATARI under license from Mind Movers, Inc.

Grades 4-12
AED 80020, -21, -22

48K Diskette



THE ATARI 800XL

With the ATARI 800XL you have a full 64K RAM—enough memory to handle any application or program found in this catalog. If you're looking for the most memory for your money, the ATARI 800XL is the answer.

Arcademics-The Perfect Reward for Math Achievers!



Alien Addition

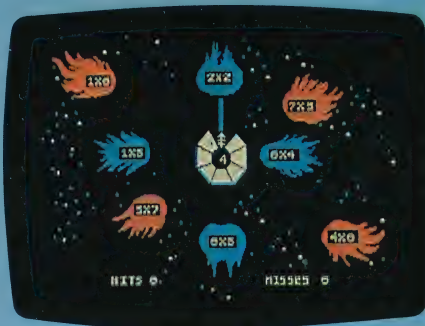
Addition that doesn't alienate!

Zap the invading aliens before they blast the laser cannon! Activate the cannon by typing in the correct answer, then zap the invader!

This takes off on one of the world's most popular video space games and gives players practice with adding pairs of numbers from 0 through 9. Hits and misses are displayed on the cannon platform during play. *Alien Addition* is fast, exciting and great for beginners.

Grades 4-7
AED80037

48K Diskette



Meteor Multiplication

The challenge multiplies!

A multitude of meteors threatens the star station. If not stopped, they'll shatter the station. Students must solve the multiplication problems inside the meteors before blasting them to oblivion.

Kids learn multiplication with meteoric speed. Hits and misses appear on screen. Increasing levels of difficulty and lots of hand-eye coordination make this a multiple challenge.

Grades 4-7
AED80038

48K Diskette



Demolition Division

Divide and conquer!

It's tanks versus cannons in this onslaught of division problems. Stop the oncoming tanks before they demolish the player's cannons. Each tank carries a division problem. The player types in the solution to destroy the tank. Suddenly, division's a real blast!

Demolition Division provides an exciting, suspenseful setting for practicing division. Hits and misses are recorded in the "bunkers" at the bottom of the screen.

Grades 4-7
AED80039

48K Diskette



Minus Mission

Subtraction with something extra!

Mission: Stop each drop of green slime before it hits the robot below. At the top of the screen a huge blob of green slime continuously drips small blobs. Inside each small blob is a subtraction problem. Players must solve the problem within the blob, center their robot under it, and shoot the robot's laser to blast the blob.

Minus Mission provides an imaginative setting for practicing simple subtraction. Hits and misses recorded in the large slime at the top give constant feedback.

Grades 4-7
AED80041

48K Diskette



Alligator Mix

A happy mix of addition and subtraction!

Feed apples to five hungry alligators. An alligator with a number on its side waits for an apple with an addition or subtraction problem to bob by. Players decide whether the number on the alligator correctly solves the math problem on the apple. If so, player opens the 'gator's mouth to swallow the apple. Apples come faster and alligators multiply as the player gets better.

The whimsical graphics and mix of problems work wonderfully to charm and challenge students. Hits and misses are displayed on the swamp grass below.

Grades 4-7
AED80040

48K Diskette



Dragon Mix

Flaming multiplication, roasted division!

Protect the kingdom from enemy invaders! A good dragon bearing a number on his coat of arms guards the kingdom gates. Each time an invader gets past the dragon, a section of the kingdom is destroyed. When the number on the dragon solves the problem carried by an enemy, the player can activate the dragon's flame to roast the invader!

Dragon Mix provides an extra challenging mixture of problems for more advanced math students. Hits and misses appear on a banner across the base of the screen.

Grades 4-7
AED80042

48K Diskette

AtariLab Science Series

Developed by Dickinson College



AtariLab Starter Set with Temperature Module

This Starter Set contains the AtariLab Interface—a panel that *all* AtariLab modules plug into—along with everything you'll need to set up your own temperature and heat-energy experiments.

There's a temperature sensor, an electronic thermometer that sends temperature readings to your computer; plus there's a standard bulb thermometer for field checks and calibration.

Your 16K software cartridge lets you display your findings as they're happening. And the helpful experimenter's guide is full of fascinating projects and scientific theories—all presented in a warm, conversational style.

Students explore the concepts of temperature, heat, and energy transfer by sense of touch, using the temperature sensor and thermometer that come with the module package. Using the temperature sensor, they can see how graphs clearly represent temperature changes through given periods of time. A colorful demonstration program is used to help those with no graphing experience.

Students also explore response time of the temperature sensor by placing it in various substances like ice water, tepid water, air, warm water, etc.

In another activity, they investigate the natural separation of a warm liquid into hotter or colder layers. Next, they experiment with the nature of chemical reactions involving heat energy, using common household items like vinegar and baking soda. Students can also gain a basic understanding of the weather and how it influences the pattern of daily temperature changes through experiments dealing with environmental factors.

Grades 4-12 16K Cartridge
AED80013
RECOMMENDED: DISK DRIVE & PRINTER

Discover the World of S

With every *AtariLab* set you learn science, because you're *doing* it. Watching it. Recording it. Analyzing it for yourself instead of just hearing or reading about it.

There's no other science program on the market like it. No other science series combines accessories like temperature sensors, light sensors, biofeedback devices, and surveying tools, along with innovative hardware and software to turn your computers into classroom science stations. The programs will introduce your students to a whole new world of discovery through experimentation.

Because of the modular design of the entire *AtariLab Series*, the need for costly, space-consuming laboratory setups is eliminated. The series itself forms the basis of an integrated and comprehensive science curriculum for grades 4-12.

A special interface allows you to connect various probes and sensors to your computer. It automatically collects, analyzes, and displays scientific data, making complex science theories and experiments instantly understandable.

Each *AtariLab Module* is accompanied by easy-to-follow manuals with step-by-step instructions for each activity. And although the *AtariLab Modules* require no previous programming knowledge, suggestions and tips for creating your own experiments in BASIC are included in the manuals.

Your students will get immediate feedback from the computer, and many tasks that require lengthy report writing and timed observation are eliminated. The computer can take readings automatically for a period of 10 seconds to 24 hours. Results can be saved on cassette or diskette for further reference.

The *AtariLab Science Series* is being developed by a team of science professors at Dickinson College. Suggested experiments are taken from a variety of disciplines including biology, geology, chemistry, physics, and environmental studies. A *Temperature Module* and *Light Module* have already been completed. And in the near future, *Biofeedback*, *Timekeeper*, *Lie Detector* and *Mechanics Modules* will join the line of *AtariLab Science Series* products.

AtariLab Light Module

Using the light sensor and small light powered by the *AtariLab Interface*, students can observe the process by which different materials absorb light—an important tool for extrapolating information and relating it to the environment.

A "magic light stick" found in most toy stores also comes with the *Light Module* package. The magic light stick is a thin glass ampule filled with a chemical surrounded by a plastic tube, also filled with a chemical substance. When the ampule is cracked, the two chemicals react together to produce a glowing light. Students measure the rate at which light is given off as a function of time. Through this experiment, students can understand how radioactive materials decay.

To conduct geology experiments, students can use the *Light Module* to mix sizes of grain and sand to observe different sediment rates—how long it takes the granules to settle out.

Students can also study the importance of light on bacterial growth by placing yeast and other simple bacteria in various media and giving them different intensities of light to measure the growth rate.

Grades 4 AND Up 16K Cartridge
AED80014 REQUIRED: AtariLab Interface
RECOMMENDED: DISK DRIVE & PRINTER



ATARI

Learning Systems

ORDER FORM

For detailed instructions and information on ordering products from ATARI Learning Systems, please turn to page 27 of this catalog.

To indicate the products that you are purchasing, complete the form grid on the other side of this order sheet.

For prompt delivery, please fill in the necessary information on this page. Then remove this order form, fold as indicated, and mail today.

SHIP ORDER TO:

name

title (if applicable)

address

city, state and zip code

telephone number

(in case there's a question on your order)

BILL TO (if different from "ship to"):

name

title (if applicable)

address

city, state and zip code

telephone number

(in case there's a question on your order)

PAYMENT:

please indicate payment method and supply appropriate information.

☐ purchase order P.O.# _____

authorized signature

(see page 27 for specific requirements and restrictions for purchase orders.)

☐ check

☐ money order

☐ VISA

☐ MasterCard

account number

bank card number

expiration date

signature

Phone for faster service.

Call our toll-free number today if you're in a hurry. Dial 800/538-1862 (or 800/672-1850 for calls within California.) Have your credit card or purchase order number ready. Our hours are Monday through Saturday, 7 a.m. to 5 p.m. PST.

ATARI Learning Systems

P R O D U C T L I S T

NAME OF ITEM	CATALOG NO.	QUANTITY	PRICE EACH	TOTAL
Alien Addition	AED80037		29.95	
Aligator Mix	AED80040		29.95	
Arcademics Teacher's Materials	AED80068		12.95	
ATARI Games & Recreations	AED80062		9.97	
ATARI Logo Kit (includes cartridge and manuals)	KX7079		99.95	
ATARI Logo (classroom cartridge only)	RX8032		74.95	
ATARI Logo Manuals only	BX4208		29.95	
ATARI Logo in the Classroom: A Teacher's Guide	AED80035		12.95	
ATARI PASCAL (available Jan. '84)	AED80018		69.95	
ATARI PILOT (Individual's Program)	CLX4018		79.95	
ATARI PILOT Educator's Kit (includes manuals)	CX405		129.95	
ATARI PLATO® (available March '84)	AED80015		49.95	
AtariLab Light Module (available Feb. '84)	AED80014		49.95	
AtariLab Starter Kit/Temperature Module	AED80013		89.95	
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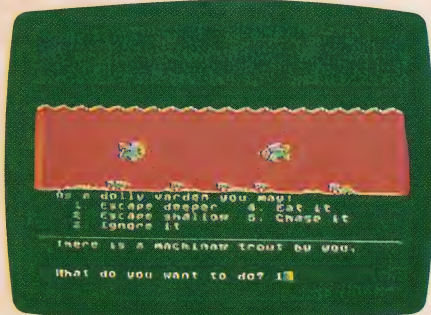
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Science an Entirely New Way

Elementary Biology by MECC

*No more fishing for interactive
Biology programs—this is it!*

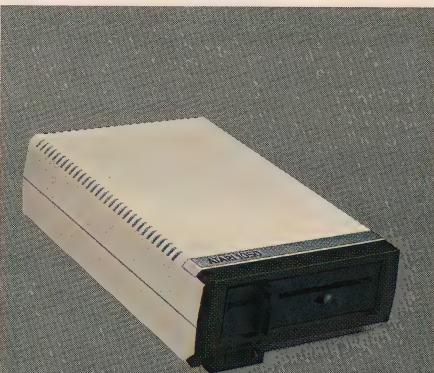


Welcome to the Odell Lake and surrounding Odell Woods! Imagine yourself as a rainbow trout trying to survive in the lake against all the odds of nature, including a crafty fisherman. Or determine whether you can make it as a fox in the Odell Woods, foraging for food and surviving attack and injury. But first, observe on your screen how the circulatory system works in animals that have two-chambered hearts.

Then, before you continue, choose what kind of fish you'd like to be. For example, say you'd like to be a whitefish in Odell lake. As a whitefish confronted with the other inhabitants of the lake, you have the choices of escaping to deeper water, or more shallow water, ignoring what ever is present, eating it, or chasing it. There you are, swimming along getting a bit hungry, when a dolly varden comes along. Since you think the dolly varden is a much larger fish than yourself, you escape to shallow water.

"Good move. You got away," the program tells you. Then you come upon a blueback salmon.

"Ignore it," you say.



THE ATARI 1050 DISK DRIVE

Adding the ATARI 1050 Dual Density Disk Drive to your system gives you fast, convenient access to diskette programs. It can store up to 127K bytes of text, programs or other data (as much as 100 pages) on each diskette.

"Good," replies the computer. "It does not occupy the same niche." After a few more successful encounters, you find you've survived an entire day and prepare for the next. The computer says, "You see some insects ahead." So like any other hungry fish, you choose to eat them. Except at the end of the swarm of insects is a fisherman's hook, and that ends your life as a fish in Odell lake!

Just as students begin to understand the food chain order in Odell Lake, it's on to the woods where they can be either a mouse, rabbit, fox, or wolf and meet deer, owls, gophers, a farmer, or the elements. Students learn what different animals eat and who is their friend or foe.

Elementary Biology is a unique program that teaches fundamental concepts in circulation and food chain and will keep your students entertained for hours.

Grades 7-9
AED80051

16K Diskette



Earth Science by MECC

*Graphic simulations provide
concrete understanding*

Learn to calculate the epicenter of an earthquake. Discover how long it would take to drive your bicycle to Mars—or what makes olivine the only mineral with a green coloring that can scratch glass. See how easy it is to grasp the rotation of the constellations when you can actually see them simulated on the screen.

We've found the lessons in *Earth Science* to be totally involving. The detailed graphics, combined with easy-to-follow screen explanations, will make your students feel like scientific explorers.

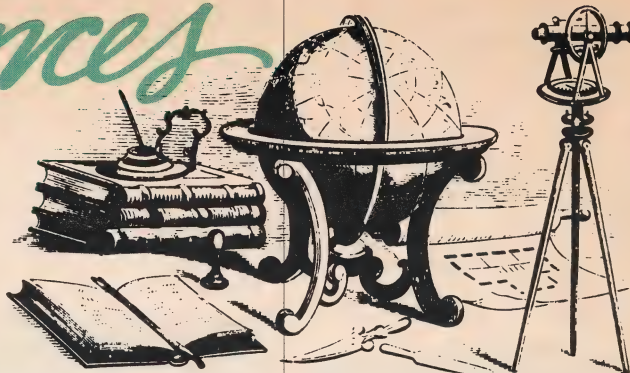
Earth Science includes the following lessons: *Earthquakes, Minerals, URSA, URSA Rotations, and Solar Distances*

Grades 7-9
AED80052

16K Diskette



Social Sciences



Geography by MECC *The World at your fingertips*

Call up a map of the Midwestern United States and identify each state. Type in the capital of Zambia. Or determine on which continent you'd find Upper Volta. These are just a few of the problems your students must solve in this thorough review of the world's continents, countries, capitals, and states.

The *States* mode gives your students practice in identifying the shapes and locations of all fifty states. They'll have two chances to type in the correct answer. In the *Capitals* mode, your students can have the states displayed and identify the capital, have the capital shown and name the states, or opt for a combination of problems.

They'll really have to know the countries of the world to score well in the *Continents* mode. The computer lists the name of a country. Your students identify the continent.

Countries is the most difficult drill of its kind that we've seen. The computer displays the name of a country—and many of them are quite obscure—and the player must correctly name its capital. Both *Continents* and *Countries* work randomly from a list of 86 countries.

Grades 7-9 16K Diskette
AED80053

Expeditions by MECC *Getting there is all the fun!*

Students lead their own simulated expeditions to learn about history, geography, and social studies.

Middle school students can now experience the travels and adventures of three early American lifestyles: the Ottawa Indians trading furs in 17th century French Canada, voyageurs traveling the lakes of northern Minnesota in the late 18th Century, and a family journeying along the Oregon Trail in 1847.

In *Fur Trade*, the student leads a trading expedition of twenty canoes to one of three forts. He or she must decide the destination, as well as how many of each of four types of pelts to carry. Along the way, the party may encounter treacherous weather, dangerous rapids, hostile Indians, and even illness. Students must make decisions which affect the number of people, canoes, and furs that survive, and group morale. If they reach their destination successfully, students learn how much their remaining fur pelts will earn in trade.

Voyageur simulates a trading expedition from Grand Portage on Lake Superior to Rainy Lake. Students decide the amount of various items to pack as supplies and as trading goods. Too few supplies and the party can become so hungry and unhappy, they may mutiny; too many supplies and there is little to trade at the destination. Stu-

dents must also respond to bad weather, spoiled food, and other mishaps along their journey.

The great western migration of the mid-1800's is the subject of *Oregon*. Here students begin by deciding how much of their limited funds to spend for oxen, food, ammunition, clothing, and miscellaneous supplies to begin the journey and how much to hold in reserve. Along the trail they may encounter such setbacks as injury, broken equipment, unfavorable weather, lack of food, attack by bandits and animals, and more. The probabilities of each of these occurrences happening are based upon percentages derived from actual pioneer diaries.

The handbook included with *Expeditions* is chock full of information and reproducible handout materials. There are instructional guides, lesson plans, background information sheets, maps, study guides, answer sheets, and much more. *Expeditions* is a very worthwhile simulation program, and includes sufficient support materials to enrich the study of life in early America.

Grades Elementary 16K Diskette
AED80066

U.S. Geography Packages—Check Marc & High Marc

Students take a U.S. tour—right from their terminals

Trying to teach students a basic social studies vocabulary is no easy task. You give your students a list of words and definitions, which they take home and memorize. But the next day, they don't know the difference between "latitude" and "longitude," and they think West Virginia is somewhere near Wyoming.

Sound familiar? If so, you'll want to try *U.S. Geography*, part of the Geo Terms series, developed by Marc Ed, Inc. This social studies program combines games, spelling drills, and vocabulary review to challenge your students to spell, read, recognize, and use an extensive vocabulary of geographical, historical, and cultural words. And it's specifically designed for teachers with little or no computer experience.



THE ATARI 800XL

With the ATARI 800XL you have a full 64K RAM—enough memory to handle any application or program found in this catalog. If you're looking for the most memory for your money, the ATARI 800XL is the answer.

One of the advantages to *U.S. Geography* is its flexibility. You can go through each set sequentially or start anywhere you like. For example, you might want to focus on government terms one day and states the next, and skip over capitals. More advanced students can work on cultural terms while beginning students work through skill-build lessons.

Another advantage to this program is its awareness of your needs for classroom management. A detailed teacher's guide gives step-by-step instructions on how to use the program and also includes listings of every term, both alphabetically and by lesson number and title. This guide also has a lesson plan for each of the 25 lessons, reproducible student response sheets, reproducible maps, a page for cataloging the terms you add to the program, and specific suggestions for file management.

Here's another plus: there's no need to put your globes, maps, and lesson plans in the closet. *U.S. Geography* is designed to be used with the teaching materials you already have.

Check Marc This level introduces students to the computer through two applications—*Geo Key* and *Blast Off*. Each level includes 25 sets of social studies terms. In *Geo Key*, students learn to spell and recognize words and terms. A facsimile of the keyboard appears on the screen, along with the term to be typed. Speed and accuracy are scored. *Blast Off* is a one or two-player game in which students fill in missing spaces with letters to spell a term. A bonus is given if they can fill in the correct letter just as a hovering space ship stops above that space.

Also included are reproducible student response sheets to match definitions with terms and a "map pac" of reproducible maps slotted for selected lessons.

Grades 7-9 32K Diskette
AED80016

High Marc This level reinforces students' knowledge of the terms used in *Check Marc*, although you might choose to use this level alone for more advanced students. It includes *Smash*, a one-or two-player game with 25 sets of terms, and *Teacher Base*, which allows you to add terms of your own to the program. In *Smash*, students must unscramble terms, one at a time. Each word is valued by the number of letters, and scores are kept for each student. Unlike *Blast Off*, students must choose the letters in sequence.

In *Teacher Base*, you can add more than 1,000 words. The program takes you through easy instructions so you don't have to be a programmer to use it.

This level also includes student response sheets and a "map pac."

Grades 7-9 32K Diskette
AED80017



The Market Place by MECC

How to succeed in business while really computing

This challenging simulation teaches math skills and business principles, so for every student (and teacher) who has ever dreamed of running his or her own business, here is the chance. This package of four simulation exercises lets you sell apples, plants, lemonade or bicycles—all requiring math calculations and business decisions to determine whether you make a profit or a loss. *The Market Place* is as fun and challenging to play as many video games, and it teaches important economic concepts to 3rd through 8th grade students.

Selling Apples requires the player to determine the most profitable price at his or her personalized apple stand. Too high, and you won't sell many apples; too low, and the profits are reduced. Each day the computer asks what price to charge, and whether you expect to sell more, fewer or the same number of apples. It then displays the actual results and compares them graphically with previous days. After five days all the results are displayed and you are asked to determine the best price so far. Since the optimal price changes randomly each time the game is played, it offers a continuing challenge.

Selling Plants introduces the concept of advertising; the player chooses how much to spend on signs, in addition to setting the product price. By comparing the advertising costs with the income generated, students are asked to determine the most profitable level of advertising.

Selling Lemonade adds production costs to the profit picture and the often unpredictable element of the weather. A sudden storm can wipe out all your lemonade, destroy your signs, and force a substantial loss. Since as many as six lemonade stands can be operated independently, that many students can participate at once.

Selling Bicycles includes additional factors such as interest charges on borrowed cash, warehouse costs for remaining inventory, and the economic turmoil of labor strikes, distribution breakdowns, and Presidential price freezes.

The Market Place is an exciting software package that will capture the interest and attention of students and teachers alike.

Grades 7-9 16K Diskette
AED80056

The Arts

Making Music Fun

Just For Beginners

Programs by Richard and Caroline Pugh

No other computer provides the sound capabilities of ATARI Computers. And that is precisely why Richard and Caroline Pugh, themselves teachers and computer educators, decided to develop a series of interactive musical programs for children in grade levels 1 through 6.

Each program in the series is designed to include outside props, instruments, and even recordings. In this way your students' learning experience is enhanced beyond their interactions with the computer.

The entire series is designed to open your students' eyes and ears to a whole new world of musical knowledge and understanding.

Introducing—Peter and the Wolf

Remember the first time you ever heard an oboe? For those of you who were introduced to musical instruments through Prokofiev's "Peter and the Wolf," the sound of an oboe may always remind you of that unfortunate duck who is gobbled up by the wolf.

Just as in the orchestral version, *Introducing—Peter and the Wolf*, the computer version, introduces children to musical themes—one theme for each character in the story. The script has been modified to meet the vocabulary needs of elementary school students. And students can test their musical skills by way of a joystick-controlled theme identification game.

Since the narration appears on the screen, beginning readers can practice their reading skills as well as learn the concept of musical themes.

An excellent teacher's manual outlines ideas for enhancing your students' participation in the program. For example, one student might be assigned to begin the narration: "Early one morning Peter went out into the big green meadow." Another student presses the "P" on the keyboard and the class hears Peter's theme. A third student standing at the front of the class holds

up a card with Peter's name on it; another student holds up a "Peter" puppet, while another student plays a designated instrument—say, a ukulele or an autoharp.

Introducing—Peter and the Wolf is not intended to replace the original version. In fact, the authors suggest that you bring a recording to class as a followup so that students can then focus on the *instruments* as character identities.

Grades K-4
AED80030

48K Diskette
Requires: Joystick

Name Rondo

This is the first program we've seen dedicated to exposing students to the idea of musical composition. By using a rondo—a repeating melody much like a refrain—they can improvise on the rondo and create a tune that consists of the recurring rondo and contrasting material.

Name Rondo will bring out the musical creativity in your children while introducing them to a traditional musical form. The student is presented with thirteen musical effects and the musical alphabet notes to choose from. The student enters five sets of two names, and matches the musical alphabet letters to those letters that are present in their names. Then he or she may pick any of the thirteen musical effects to go with the other letters in their name. The musical effects range from trills, glissandos and arpeggios, to turns, block chords, and random tones.

When all of the musical notes or effects have been chosen to correspond with the letters of the names, the complete rondo is played. Class discussions can be held regarding each effect, and students can be guided toward making decisions that will provide an end point to the rondo as well as contrast and musical interest. Use *Name Rondo* for fun, for an exercise in creativity or to delve further into the components of musical composition.

Grades 2-6
AED80045

48K Diskette
Requires: Joystick

Create a Rondo

Much like *Name Rondo*, *Create a Rondo* introduces students to the musical form of the rondo, but lets them improvise on top of the rondo using the eight tones in the pentatonic scale.

The student simply uses the joystick controller to execute a free pentatonic improvisation—and thus begins to understand the effect of a structured melodic rondo theme along with a free improvisation.

The program really gives your students a chance to explore with music in a simple and entertaining way.

Grades 4-6
AED80046

48K Diskette
Requires: Joystick

Phone Home

Of all the various musical programs we've looked at, one of the nicest things about *Phone Home* is that it's skewed young enough for Kindergarten through third-graders.

By teaching recognition of two major notes, C & G, the program avoids the intimidation of remembering the sounds of the entire scale. And once a child firmly knows a C from a G, the other notes fall more easily into place.

To start each phase of the program the students must enter their initials and phone numbers. Questions (to which the answer is "PHONE HOME") pop on the screen accompanied by a little melody. The student responds by pressing the letters G and C on the computer.

In addition to teaching elemental musical and rhythm concepts, *Phone Home* also helps children remember their home phone numbers for emergencies and special occasions.

Grades K-3
AED80044

48K Diskette

THE ATARI TOUCH TABLET™ AND LIGHT PEN™



The Atari Touch Tablet and Light Pen put all the built-in graphics power of your ATARI Computer at your command. With the Touch Tablet, you move the stylus on the tablet. The Light Pen works by touching it directly to the screen.

Practice Makes Perfect Especially in Learning Music

MECC Music Series I, II, & III

*This self-testing program tells you
what they've learned*

As a music theory teacher, you've probably spent hour upon hour of class time testing your students' skills...one at a time. *Music I, II, and III*, a self-testing program on music theory, takes the tedious drill work out of your hands and gives you more time to teach. Instead of waiting around for you to teach them, students can spend precious class time working on their own.

Using the sound and graphics capabilities of the ATARI Computer, *Music I* instructs students on terms and notations, *Music II* on rhythm and pitch, and *Music III* on scales and chords. Students can begin at any level and pick only those areas where they need work.

Within each exercise students can choose complexity levels and the number of questions they wish to answer.

To take the guess work out of choosing drills, the teacher's guides tell you what background students need for each exercise.

Music I, II, and III can be used in conjunction with *AtariMusic I and II*.

Music I Tests students on note types, note names, key signatures, musical terms, and enharmonics.

Music II Reviews counting, aural and visual intervals, wrong and missing notes, and rhythm and rhythm play.

Music III Addresses whole and half steps, triads, scales, and sevenths.

Grades 7-12
AED80048, -49, -50

16K Diskette



Bring to Life The Joy of Music

For anyone from nine to ninety



AtariMusic™

You once needed a special room for teaching music. A room with at least one well-tuned, nine-hundred-pound piano, several music stands, a five-pronged chalk holder for drawing the staves on the blackboard, notebooks lined for scoring music and two-dozen well-sharpened pencils. Finally—and most importantly—you'd need a repertoire of gimmicks for holding everyone's attention and a method of testing to prove that you did.

Now, you can have a fully-equipped music classroom anywhere you've set up an ATARI Computer—*AtariMusic I & II*.

AtariMusic I & II is available on handy diskettes and uses joysticks.



AtariMusic I

The main menu of *AtariMusic I* is divided into lessons on *Note Reading* and *Whole and Half Steps*. In the former students learn about the positions of all notes (including sharps and flats) on the two clefs (treble and bass). By using the joystick, they can manipulate the position of notes on the staves while simultaneously *bearing* them.

In the *Whole and Half Steps* mode, classes learn to fine tune their hearing; the computer *plays* a two-note increment, and they determine whether what they heard was a whole or half step.

It takes a while to master the two space games in *AtariMusic I*, *Note Attack* and *Stepwise Transporter*. But once the learner does, you'll know they've learned the lessons—and learned them well.

Grades 3-Adult
AX2020

24K Diskette
Requires: Joystick



AtariMusic II

By the time your students have mastered *AtariMusic I*, they're probably ready to learn about the major scales and key signatures—and that's exactly what's addressed in *AtariMusic II*.

The first mode, *Major Scales*, teaches how to determine the number of sharps or flats in a given key.

In *Hearing Scalewise Melodies*, the second mode of *AtariMusic II*, classes start training their ears to hear melodies in the major keys. To successfully complete the drills in this last lesson set, students learn to name the notes in a melody using the letters of notes, scale increment numbers or *solfege* syllables, the DO, RE, MI etc... of the musical alphabet.

They really have to know their stuff to play *Key Wars*, the video drill in *AtariMusic II*. But once they can do it, they'll discover the fun of mixing music and space survival in one great game.

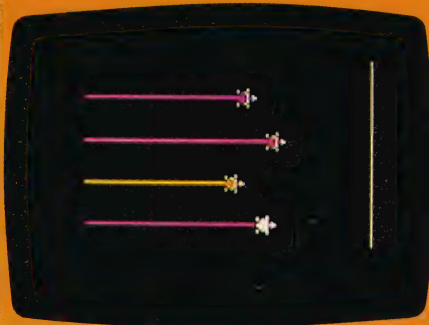
Grades 3-Adult
AX2021

24K Diskette
Requires: Joystick

Computer Literacy

ATARI Logo *The computer language that's taking education by storm*

Over a quarter million kids in schools across the nation are doing it, talking it, thinking it. It's that remarkable computer programming language called Logo.



Seymour Papert, renowned techno-philosopher and computer poet, originally created Logo with grade-schoolers in mind. But as the use of the language expanded, it was found to be a valuable way for a beginner from any age group to learn the basic concepts of programming.

Because the results are immediately visible, creating graphics is one of the best ways to be introduced to programming. Logo is a language of powerful graphics manipulation. Visual designs are created by manipulating one or more "turtles" which draw paths as they move across the TV screen. Since Atari Computers are renowned for their broad range of colors and high resolution graphics, many educators feel that Atari Logo is the best version of the language yet to enter the micro computer market.

ATARI Logo comes in a durable and handy cartridge. So for simple experimentation, the need for disk drives, tape decks, and complicated interfacing is completely eliminated. All you'll need is an ATARI computer and a TV.

ATARI Logo is such a unique computer language that it offers a complete curriculum unto itself. Through working with ATARI Logo, students quickly evolve from passive to active learning. They'll set up their own problems, experiment with different solutions, and make appropriate choices.

As a teacher, with ATARI Logo you'll find more freedom to expand your students' horizons and to develop a deeper understanding of the learning process.

ATARI Logo is designed to allow you and your students to "talk" to the computer as you would to a friend—in simple English phrases. So from the very first session, students can start creating graphics, composing sounds, editing text and developing programs.

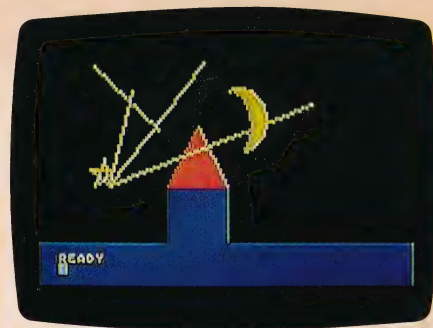
There are many studies, books and guides to using Logo in the classroom already available. In fact, ATARI Learning Systems distributes both a book and a video tape on developing an ATARI Logo curriculum.

ATARI Logo is developed and manufactured for Atari, Inc. by LOGO Computer Systems, Inc. of Montreal.

ATARI LOGO Kit —One Cartridge and Instructional Manuals
 Grades Elementary-Adult 16K Cartridge
 RX7079

ATARI LOGO (Classroom Cartridges Only)
 Grades Elementary-Adult 16K Cartridges
 RX8032

ATARI LOGO Instructional Manuals Only
 Grades Elementary-Adult Manuals
 BX4208



ATARI PILOT *Discover how easy programming can be*

If you don't have a background in computers, but you're anxious to discover the basic concepts of programming, ATARI PILOT is the key. Within an hour of working with ATARI PILOT and the easy-to-follow instruction guide, you'll actually be writing your own programs.

For all its simplicity, ATARI PILOT is a remarkably powerful, people-oriented computer language. It teaches the logic of programming, while using commands rooted in everyday English. Simple words like *TYPE*, *JUMP*, and *MATCH* let you and your students lay a strong foundation on which to build computer skills.

ATARI PILOT uses "Turtle" graphics. This a concept you'll find especially useful in learning to create computer-generated graphics. Imagine a turtle sitting in the middle of your TV screen. Simple commands such as *DRAW* or *TURN* make the turtle move around the screen, drawing as he goes. With "Turtle" graphics you'll quickly be creating complex designs and intricate patterns. And with a little more involvement, you and your classes will actually be able to create your own animated educational games!

ATARI PILOT Individual's Kit
 Grades Elementary & UP 16K Cartridge
 CX14018

ATARI PILOT Educator's Kit
 Grades Elementary & UP 16K
 CX405

ATARI Super PILOT *Take off to even deeper dimensions.*

If you've liked and worked with ATARI PILOT, you're going to be amazed at how much more you can do with Super PILOT. Super PILOT lets you access even more of the extensive sound and graphics capabilities of the ATARI Computer.

For example, when working with text, SUPER PILOT lets you access the various letter sizes available on your ATARI Computer. You can display large, medium and small letters—all on the same screen. When working with sound, Super PILOT offers you a greater range of notation.

THE ATARI 1450XLD

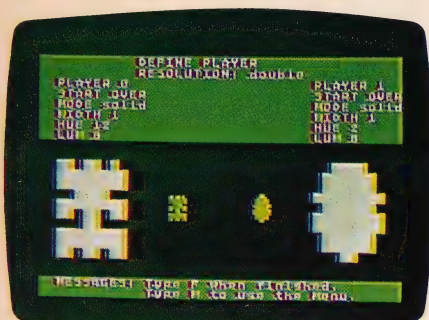
With the ATARI 1450XLD, you don't need separate components to store and retrieve information or programs; it has its own built-in double-sided, dual-density disk drive.



Super PILOT gives you access to *all* eight of the ATARI graphics modes. And because Super PILOT lets you access Atari's GTIA chip, your range of color choices increases.

Commands like *LOAD*, *MERGE*, and *APPEND* make it easy to teach modular programming. Additionally, Super PILOT includes some special programming utility features that let you trace, break and continue, or revise any part of your program.

Grades 4-Adult 48K Diskette
AED80043 Requires: ATARI PILOT



Player Maker

Aliens made easy!

This powerful utility program unlocks the secrets of Player-Missile Graphics.

Have you ever looked at a video game and thought, "I can do better than that!"? Now it's a snap to create aliens, monsters or whatever, without having to learn all the nuances of programming. *Player Maker* lets you define the shape of up to four players, and view them in different resolutions, widths, and colors—two at a time.

You begin with either a solid block or a blank screen, and using a joystick, "sculpt" your player, pixel by pixel. When the task is complete, *Player Maker* generates a BASIC subroutine which you can enter into your own program.

When combined with the companion utility, *Screen Maker*, it offers a simple method for adding animation and game play to any program. Even beginning programmers will find *Player Maker* a valuable creative tool, as well as an excellent introduction to graphics on the Atari computer.

Grades 7-Adult 48K Diskette
AED80034 Requires: Joystick

Screen Maker

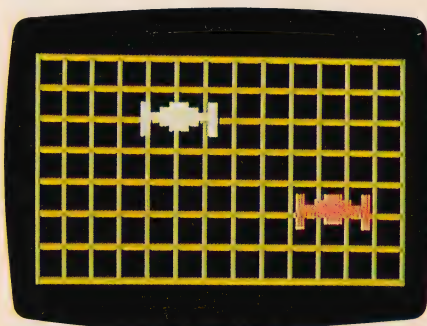
For flying colors and character sets

Screen Maker is a BASIC programming tool designed specifically to help you develop subroutines for creating screen displays that combine text and graphics. You simply use a joystick and follow a few screen prompts to design the screen you want. Then *Screen Maker* actually writes the subroutine for you.

You and your students can then take this subroutine and add it to another program. This way you can create graphics modes and text quickly and easily—without having to experiment with different programming statements.

With *Screen Maker*, you can combine up to 15 different graphics modes simultaneously. And when used with the complementary utility, *Player Maker*, you'll have an easy way to combine graphics, text and backgrounds to any program.

Grades 7-Adult 48K Diskette
AED80033 Requires: Joystick



ATARI MicroSoft BASIC II

Teachers and students who have already mastered ATARI BASIC programming language will appreciate the enhancements in ATARI MicroSoft BASIC II.

This handy cartridge version of MicroSoft BASIC provides floating point precision to 16 digits.

To spare the tedium of renumbering lengthy programs there's a convenient renumber command.

Errors are described in plain English and only *after* you RUN your program. So simple typos won't disturb your train of

thought. And you can set up strings at any point in your program, without dimensioning them up front. You'll be able to create multidimensional arrays of variables and strings within the same program.

ATARI MicroSoft BASIC II offers many additional powerful commands, is faster than ATARI BASIC, and is particularly suitable for use in more advanced software development.

Grades 7-Adult 16K Cartridge and
AX2025 extension Diskette

REQUIRES: Storage Device
RECOMMENDED: Printer

ATARI Pascal (Version 2.0)

Designed to teach programming techniques, the Pascal programming language has quickly gained universal acceptance and has become the core of many college computer science curricula. It will also be a significant part of the College Board Advanced Placement exam in computer science for high school seniors.

This new version of Pascal, similar to MT + Pascal exceeds the International Standards Organization draft proposal for Pascal standards. It also embodies Atari-specific features such as sound and graphics generation and game-controller utilization.

Grades 9-Adult 48K Diskettes
AED80018 Requires: Two Disk Drives

ATARI PLATO^{®*}

The Electronic Highway To The Universe

Imagine that you're wandering through the halls of a giant learning institution—that this particular place is actually a grade school, high school, university, medical school, business college, law department, technological trade school and library—all under one roof. Then imagine that all the classes are in session—and that all the doors are open to anyone who wants to drop in. That's the breadth of opportunities available on the remarkable time-sharing educational network, *PLATO*.

There's no grade level or subject area that *PLATO* doesn't address with conversational text, challenging review tests and delightfully designed graphic displays. So there are no teachers anywhere who won't find *ATARI PLATO* an invaluable experience for themselves—as well as for their students.

Originally developed as a research project by the department of Coordinated Science Laboratories at the University of Illinois, this extensive, computer-based educational library was delivered via Control Data Corporation's *PLATO* hardware. *ATARI* is the first micro-computer company to develop a cartridge that allows *PLATO* to be accessed without the need for a Control Data terminal. So now all 6,000 *PLATO* programs are available to *ATARI* computer users with the handy *ATARI PLATO* cartridge.

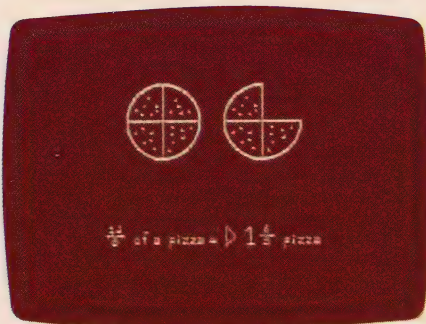
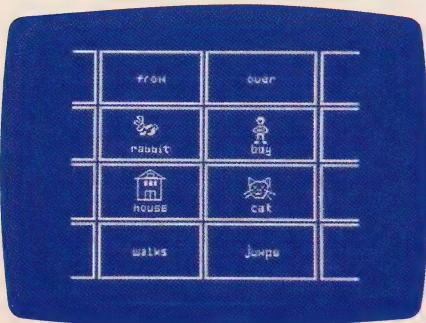
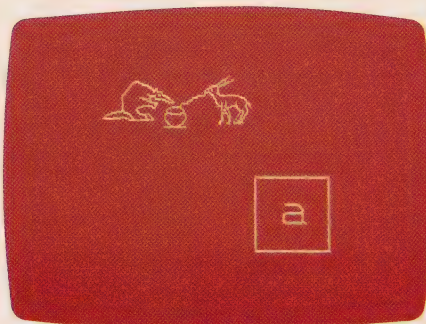
Additionally, the *ATARI* version of *PLATO* has been enhanced to include an exclusive 'zoom' feature which allows users to call up close-ups of designated sections of *PLATO* screens. The high-resolution *ATARI* graphics make a perfect companion to the *PLATO* network's intricate display screens and detailed animation.

Because *PLATO* is a time-share network, you naturally need a modem and *PLATO* subscription to access it. A modem is a peripheral hardware piece that lets your computer "talk" to other computers over standard telephone lines. When you connect to a telecommunications service you're actually "sharing" a bigger computer with hundreds of other computer users the world over—in fact you could even be sharing the same lesson at the same time.

One of the most wonderful features of *PLATO* is its touch screen capabilities implemented through an *Atari Joystick*. If you're studying anatomy, *PLATO* gives you a detailed illustration of the human body and its organs. When the system asks you where a particular organ is located, you simply use your joystick to move the cursor to the correct spot. This feature is particularly

valuable for working with *PLATO*'s early reading programs, in which young students are asked to point to certain letters and pictures.

Another captivating aspect of the *Plato* system is the way in which it displays text. Most telecommunications services merely spill letter characters across the screen—all in the same size and font and at the same speed. To insure attention-getting, interest-holding interaction, *PLATO* is constantly surprising you and your students with different sizes, styles and deliveries of character displays. In fact, *PLATO*'s large type capabilities are ideal for teaching students with impaired vision.



Since the *PLATO* system was designed specifically for use in the classroom, many of your needs and concerns about electronic learning have been met. For instance, one of the advantages of the old-fashioned written test is that you can track and analyze incorrect responses. It's often the *incorrect* answers that give us the most insight into a child's thought patterns and our own teaching process. *PLATO* includes a "Complex Response" program which will actually record, collect and analyze your students' answers. You can then use this information to reprogram the computer's responses in an interactive learning session, to give your students customized hints and hand-picked direction.

PLATO includes networking and bulletin board capabilities that allow you and your students to communicate with other school systems throughout the world—provided they also have a *PLATO* system. And there's a message board function so you and your students can leave reminders to each other.

If we were to use this entire catalog to try and list just the names of every program, article, and guide available on the *PLATO* network, we *might* be able to include half of them. Here is just a sampling of the kinds of subjects *PLATO* offers to give you some idea of its breadth:

Elementary Reading

Biology

Amino Acids

Amoebas

The Reproduction of flowering plants

Languages

Russian

Greek

Chinese

Anthropology

Biochemistry

Thermodynamics

Vocational Guidance

Women's Employment

Marketing

Advertising

Banking

Baking

Childbirth

A Courseware catalog

**PLATO is a registered trademark of Control Data Corporation.*

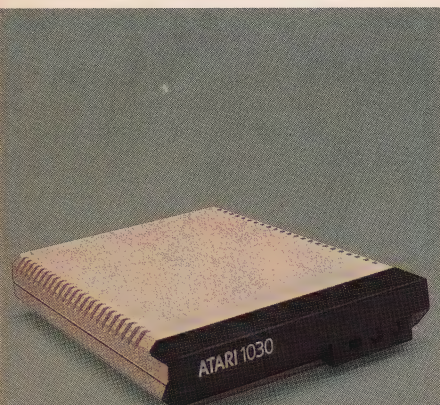
Grades 1 and Up Cartridge
AED8005 Requires: Modem and Joystick
and PLATO Subscription

Instructional Computing Demonstration

This comprehensive demonstration program takes the mystery out of classroom computers

As computer awareness grows among students, parents, teachers, and administrators, so too does the need to understand how computers can contribute to education. This demonstration program serves as an ideal introduction to the use of ATARI Computers in instruction.

The full demonstration takes a bit less than an hour to run, and consists of six sample programs excerpted from other titles in the ATARI Learning Systems catalog. These are grouped into three use categories: Individual, Small Group, and Large Group. In addition to providing excellent classroom instructional strategies for each of these categories, the handbook accompanying this demonstration gives valuable information on presentation, a rationale for the use of computers in classroom situations, and background material for each of the programs.



THE ATARI 1030 MODEM

Log on to information services, library data bases, electronic bulletin boards and more, with the ATARI 1030 Direct Connect Modem. It plugs directly into the phone jack to connect your computer system to other computers around the world.

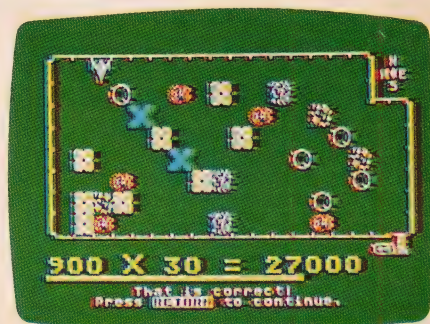


The programs recommended for individual use are *Rhythm* and *Base Ten*. In *Rhythm* the student listens to three different rhythm patterns using the same pitches, and then identifies the one which matches the musical notation shown on the screen. *Base Ten* uses graphics and a game-like format to reinforce multiplication skills. The student must solve problems and choose directions correctly to successfully navigate a spaceship through a field of obstacles back to its base.

Earthquakes and *Words* are the programs designed for small group presentation. *Earthquakes* challenges students to locate the epicenter of an earthquake, based on seismographic information received at three different locations in the United States. *Words* is a matching drill, requiring participants to couple foreign names with their country of origin.

Last but not least, *Slope* and *Lemonade* are demonstrations geared toward large groups. *Slope* lets the teacher enter any equation which represents a straight line, and displays this equation as a graph on a coordinate grid. Given these graphs and coordinate values, students can then solve the equations. *Lemonade* is a simulation involving the production and sales of that popular drink. Students must deal with variable production costs and unpredictable weather, and choose the price and advertising level in an attempt to make a profit.

The Instructional Computing Demonstration is a worthwhile introduction to computers in the classroom, as well as an excellent sourcebook for teachers and administrators who are planning or attempting to justify a computer instructional program.



Grades 6-12
AED80047

16K Diskette

Books & Publications



ATARI Logo in the Classroom: A Teacher's Guide

by Donna Bearden

ATARI Logo, a complete computer curriculum in one cartridge, is truly a learning language for all ages. Now there's a Logo sourcebook that's as non-technical, accessible, and easy-to-use as the language itself.

Donna Bearden, teacher, journalist, and author of several other educational computing books, was working for the Young People's Logo Association in Richardson, Texas, when Atari asked her to write this book about ATARI Logo for educators. She says that her volume is especially valuable for teachers working with large groups of children, but only a few computers.

ATARI Logo in the Classroom starts by teaching the basic, simple Logo commands. Bearden introduces the four graphics turtles early on, as well as other features that make ATARI Logo different from other versions of the language. "One concept I want to stress in the book is list processing," says Bearden. "A lot of people think there are two Logos—turtle graphics and list processing. I want the two features presented as one *powerful* package."

Later chapters deal with *powerful* features such as recursion and collision detection. At the end of the book, Bearden takes readers on a short series of what she calls "turtle adventures." Children will write stories and illustrate them with graphics or create simple games in which they'll learn as they have fun.

"The main point I want to express is that the computer is a powerful tool for learning," Bearden says. "I want to help teachers get over their fear of the technology. I also hope that *ATARI Logo in the Classroom* will reinforce problem-solving skills both on and off the computer."

Grades 4-Adult
AED80035

Inside ATARI BASIC

by William Carris

You want to be able to do even more with the computer—and you know that learning BASIC programming is the way to do it. But you don't have time to enroll in a class. And most of the books you've picked up seem to be written for technology types.

We think *Inside ATARI BASIC* is one of the best ways to teach yourself BASIC programming. Step-by-step lessons let you learn at your own pace. So if you need to devote more time to a given concept, you can.

Inside ATARI BASIC doesn't try to be so simplistic that it leaves out the reasons behind important commands. Yet it doesn't try to cover so much ground that it intimidates you.

Author William Carris says his book, *Inside ATARI BASIC*, will "introduce you to the key concepts of BASIC programming while inflicting as little pain as possible."

Inside ATARI BASIC is designed to meet the diverse needs of ATARI Computer users. Beginning programmers will appreciate the absence of superfluous technical detail. Veteran programmers will appreciate the well-organized index of special graphics and sound capabilities of the Atari. Everyone will enjoy the often-humorous illustrations and cartoons that enliven almost every page.

One of the nicest aspects of *Inside ATARI BASIC* is the way the subject of goofing up is handled. "It's simply NO BIG DEAL," Carris says, "if you make a mistake while learning how to operate a computer." Error messages are described as ways of helping you find problems, and Carris accurately calls them "the best friends you'll ever hate."

For dedicated teachers and students alike, this book will leave you with an understanding that should significantly enhance your comprehension and enjoyment of your ATARI Computer.

Grades 6-Adult
C060992

Free Software for your ATARI

by David Heller and Dorothy Heller

Just because you don't have a big software budget this year doesn't mean you can't put together a healthy software library.

Because with a modem, a storage device, and a telephone, you can download a wide variety of public domain software.

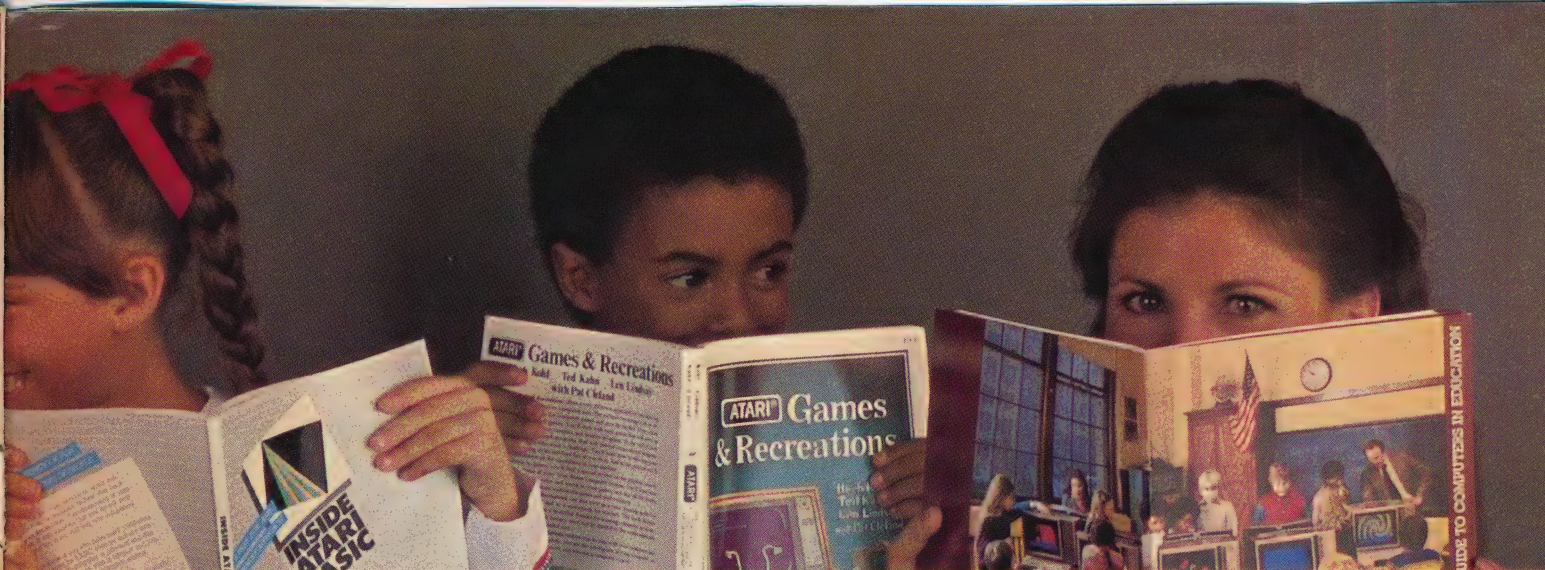
Dorothy and David Heller's new book, *Free Software for your Atari*, gives you step-by-step instructions, as well as reams of helpful information on the hundreds of sources for acquiring free software.

Public domain software is software that's been donated by its authors for the good of the public at large. Many of the authors are hobbyists, educators, and amateur programmers who are anxious to share their work without a profit. The graphics and sound capabilities of public domain software may not always equal those of published programs. But the concepts and information are often original and intriguing.

Special interest bulletin boards (which the book also tells you how to find) contain listings for programs on hard-to-find subject matter. *Free Software for your Atari* even shows you how to start your *own* bulletin board system and upload your own programs into it. This could be a great networking project for your classes, enabling them to develop their own programs and share them with other schools in your area.

Whether you use the Hellers' book to acquire or donate free software, it's certain to broaden the way you and your students work with your ATARI Computers.

Grades 6-Adult
AED80061



ATARI Computer Educational Software Directory

ATARI Learning Systems isn't the only publisher of courseware for your ATARI classroom computers.

Because you work with ATARI Computers, you have access to hundreds of third party educational software titles available for your system. The *ATARI Computer Educational Software Directory* is a catalog of the published compendium of programs to round out your software library. It includes everything from programming languages and utilities to simulations, educational games, and curriculum management programs. You can find educational software in these pages for kids in kindergarten to college students.

The *ATARI Computer Educational Software Directory* is published semi-annually by Atari.

AED80065

Atari Games and Recreations

by Herb Kohl, Ted Kahn, and Len Lindsay
with Pat Cleland

While this book presents BASIC programming in an entertaining way, many of these program listings—ones you and your students can type into the computer—are also educational as well.

There are math, English and spelling programs that serve as educational tutorials while simultaneously presenting the concepts of ATARI BASIC programming. It shows you how to create your own computer guessing games and tells you how to tap into the sound and graphic capabilities of your ATARI Computer.

Simple programming commands are spelled out in a straightforward, conversational way—and delightful cartoon illustrations invite you to try the next lesson.

ATARI Games and Recreations is ideal for teaching young students because the sample programs are short and fun. Each lesson teaches one concept at a time, so that the book makes a wonderful base from which to build an entire lesson plan for the whole semester or year.

With *ATARI Games and Recreations* you and your students will enjoy learning how to develop your own programs while discovering all the capabilities of your computer. We think this book is a must for any computer literacy class.

Grades 4-Adult
AED80067

A Guide to Computers in the Classroom

This comprehensive guide is a valuable source of information for any educator who is considering the use of microcomputers in the classroom, or has already been working with computers and is looking for new directions. It provides answers to many of the critical questions most often asked by educators.

Some of the topics covered in *A Guide to Computers in Education* include:

- The role of computers in the classroom.
- What is a microcomputer?
- What to look for in computer selection.
- What are the components of a total system?
- Funding resources for computer projects.

The glossary of computer terms at the end of the book clarifies the often-confusing vocabulary of computing technology. In fact, this comprehensive collection of terms is a valuable reference tool for both educators and other computer users alike.

ATARI Learning Systems will send you this worthwhile guide free of charge with any purchase over twenty-five dollars. Please specify your interest by checking the space on your order blank.

Limited Quantities Available
AED80063

Coming Attractions

Atarilab Curriculum Modules: Temperature and Light

Putting together a science lesson plan will never be easier!

Each of these modules will contain a program diskette plus a full package of printed materials, including suggested classroom activities, laboratory techniques, and additional resource references. It's everything you'll need to organize interactive classroom sessions that build on the experience gained with *AtariLab Modules*.

AtariWriter Curriculum Guide

Your guide to using AtariWriter in teaching composition and other language arts skills is on the way

This complete package of instructional materials and handouts will help you organize your courses, and provide your students with helpful information that keeps them stimulated.

Conduit Algebra

Get ready for the newest math

The fundamental concepts of Algebra will come alive with *Conduit Algebra*. This three-diskette program will offer drills and practices, along with graphic displays that make learning easier.

Green Globbs and Other Trig Diversions

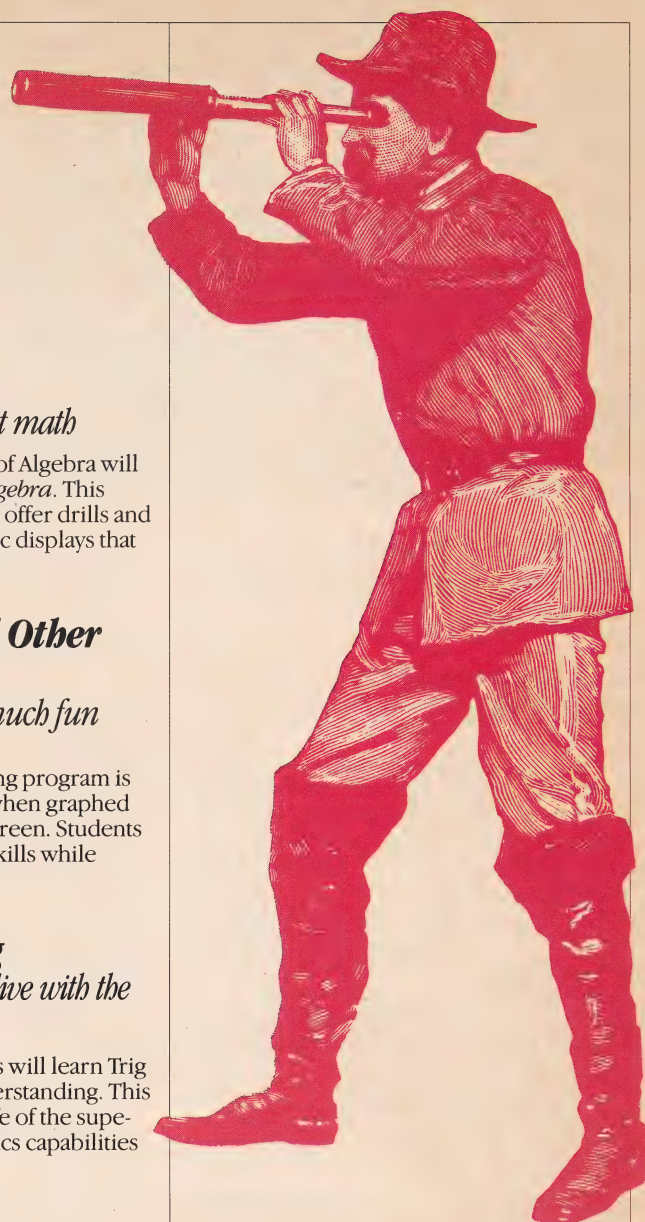
Algebra was never so much fun

The object of this challenging program is to create equations which when graphed touch green globbs on the screen. Students will learn important math skills while they play.

Swarthmore Trig

Trigonometry comes alive with the ATARI Computer

Coming soon, your students will learn Trig faster and with greater understanding. This program takes full advantage of the superior sound and color graphics capabilities of ATARI Computers.



How to Order

Make Sure You Get Your Entire Selection.

Order Today!



Filling Out the Order Form

Match the names and product numbers of your choices to the appropriate lines on the order blank. Indicate the quantity in the spaces on the right.

Separate titles may be combined to receive a discount. So once you've completed filling in the blanks for your total order, add up the quantity numbers to determine how much of a discount you're entitled to.

School Discount Packages

The prices listed in this catalog are based on individual orders. However, all programs are available to schools and institutions at a graduated discount dependent on the quantity of your order. The discount is offered as follows:

- 5% OFF on orders of 5-10 items
- 10% OFF on orders of 11-25 items
- 15% OFF on orders of 26-50 items
- 20% OFF on orders of 51 or more items

Ordering

Please remember that there is a \$10.00 minimum on all orders. For your convenience, ATARI Learning Systems gives you a choice of two ways to order:

Phone orders. For faster service, phone in credit card orders, using our toll-free number, 800/538-1862 (or 800/672-1850 for calls within California). You can also call us at 408/727-5603. Telephone hours are Monday through Saturday, 7 a.m. to 5 p.m. Pacific Time.

Mail orders. To order by mail, fill out an order form and mail it, together with your payment, to ATARI Learning Systems, P.O. Box 3705, Santa Clara, CA 95055.

Payment

Again, for your convenience, ATARI Learning Systems lets you choose the payment that best meets your needs:

Check, money order, VISA, or MasterCard. Your payment must accompany all mail orders. Enclose a check or money order, or charge your order to your VISA or MasterCard account.

Purchase orders. On orders of \$50.00 or more, ATARI Learning Systems will accept purchase orders from schools or institutions only and will grant net 30 payment terms.

Shipping

Include a \$2.50 shipping and handling charge in your payment. California residents need to add sales tax to the merchandise total, exclusive of shipping and handling.

Delivery to P.O. Box numbers. We normally ship your order by United Parcel Service (UPS). Because UPS doesn't deliver to P.O. Box numbers, please use a street address on your order form.

Alternate shipping method. Please indicate an alternate method of shipment if UPS doesn't deliver to your area.

Foreign orders. At present, we can handle orders only from the United States. Contact your authorized ATARI Learning Systems dealer for more information.

Warranty

The ATARI Learning Systems Warranty and Back-up Policy

ATARI Learning Systems gives you a limited 90-day warranty on all their cassette, cartridge or diskette courseware products. If a product is found to be defective within that 90-day time period ATARI Learning Systems will replace it for you.

You must however, return the defective product with the ATARI label still intact. Your return item must also be accompanied by proof of date of purchase and must be delivered or shipped no later than one (1) week after the end of the warranty period.

Institutional Back Up Policy. Many of the program disks in this catalog have been copy protected to make it difficult to reproduce them. Unless stated otherwise you will receive only one diskette for a copy protected program.

ATARI Learning Systems realizes that the classroom can subject a program to more rigorous usage. So in the event that a copy-


protected ATARI Learning Systems program becomes unusable in a classroom environment, we will send you a second copy upon the receipt of your original damaged disk.

Goods damaged in shipment. If your order arrives damaged, please call one of our toll-free numbers within seven days after receiving your order. Have your packing slip at hand and ask for a return authorization number. Do not return a program to ATARI Learning Systems without this number.

Product Changes Publication Date: October 1983. Every effort has been made to ensure that this catalog accurately documents the ATARI Learning Systems products described herein. However, because we are constantly improving and updating our products, Atari, Inc. is unable to guarantee the accuracy of the printed material after the date of publication and disclaims liability for changes, errors, or

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Sunnyvale, California 94086.

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Printed in U.S.A.

Limited 90-Day Warranty

ATARI HOME COMPUTER CASSETTES,
CARTRIDGES OR DISKETTES

Valid in U.S. Only

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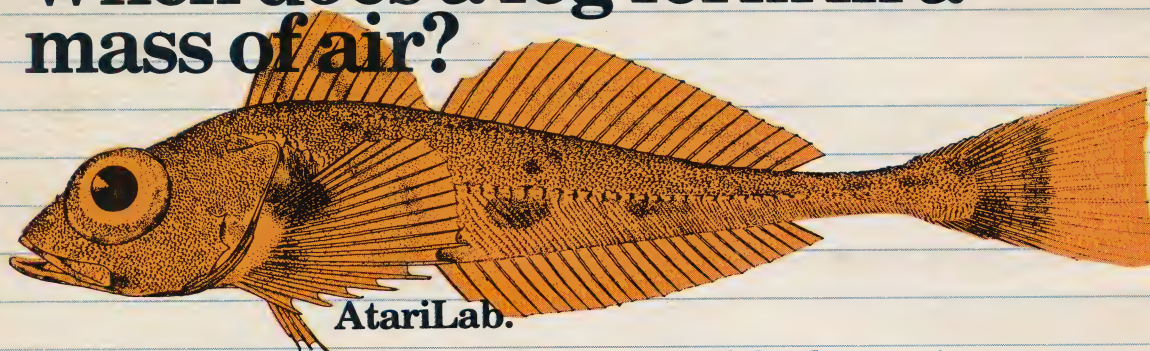


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